

SUBSISTENCE

All-new online mode and remastered main game!

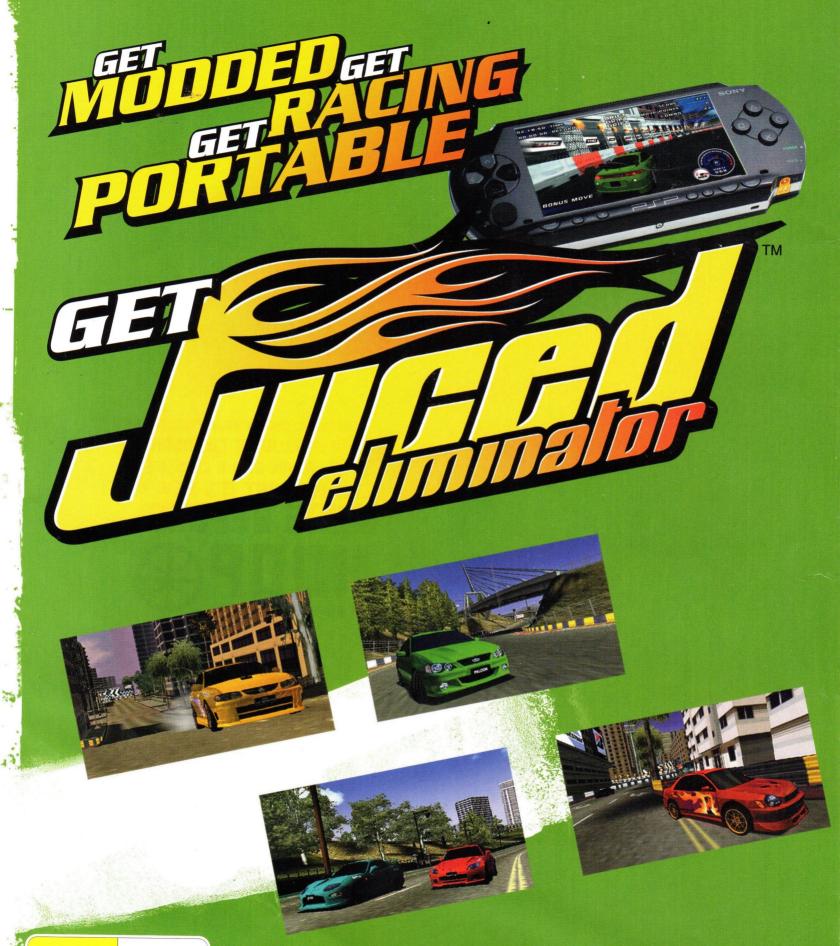
Hands-on with the Metal Gear Solid killer!

New scoop on the sexy star of the PS3 launch!





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WHICH MERNS NOW A COMPUTER
CAN DO WHAT IT'S NEVER
CHOOSE BEFURE:
HODRS.COM/WHATSNEXT



PG

Mild gambling references

relieive to PSP# Extra Cars PlayStation_®Portable www.juiced-racing.com

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Grand Theft Auto IVThe greatest game of all time?
All signs point to "Hell, yes!"



Heavenly Sword
God of War with boobs? Which part isn't completely awesome?



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The sheik of sneak returns! All
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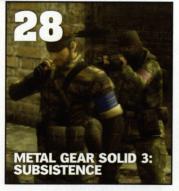
MGS3: Subsistence
The most comprehensive Metal
Gear experience ever?

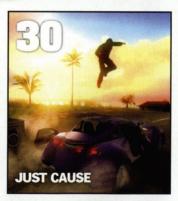


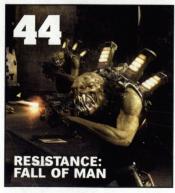
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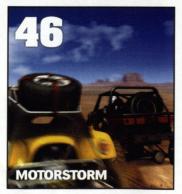


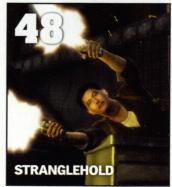












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PlayStation & C OFFICIAL MAGAZINE-AUSTRALIA

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Shout outs :: Paul "The Tank" Frew :: Adobe Photoshop :: Turkey Slaps :: Sony's most excellent Forbidden Siren 2 launch event :: Tristan's new mortgage - goodbye disposable income *sniff

DERWENT A HOWARD



EDITOR'S LETTER

his has been the almost month. Australia almost beat Italy in the World Cup. Paul almost dated a girl. Who knew those Internet ads weren't legit? After trading in almost our entire library of old games we've almost pre-paid our PS3s. And

the PS3 itself is almost here. Just three months to go after six and a half years in development. Similarly, after only four years in development, the Xbox 360 is almost a nextgeneration console.

We've almost gotten to play lots of PS3 games this month. We've seen plenty of hotter-than-our-pants upcoming PS3 games like Need for Speed Carbon,

Resistance: Fall of Man. MotorStorm, Unreal Tournament 2007 and Splinter Cell: Double Agent, but just as we make a reach for the PS3 dev kit, two burly security guys always get in our way. Normally we'd kick their arses, but then we remembered we only almost know kung fu.

We almost felt like game developers as we brainstormed all the features we want to see in Grand Theft Auto IV. If only we got paid almost as much as the Rockstar guys for almost doing their job. That'd be the life.

Nargan Pall

NARAYAN PATTISON

GAME WE'D LIKE TO SEE ON PS3



TRISTAN OGILVIE

Turkey Slap: The Game. With the motion-sensing PS3 pad, you'll e able to adjust the force and angle of your two-handed turkey slap; a gentle glance across the chin, or a stinging spank to the forehead? The turkey is in your hands, get slap-happy!



LUKE REILLY

A Driver 5 that's so good all the fickle former fans stop whining. Keep it in the '70s, shell out for an awesome soundtrack, license some real muscle cars and set it in San Fransisco (because of Bullitt - not the other thing). Don't let me down, Ubisoft.



DAVE KOZICKI

I'll be lobbying for Swingers: The Vaughn as ambles through Sin City gambling, boozing, hitting both sides of the casting couch in his search for all the beautiful babies. Part World Poker Tour, part Leisure Suit Larry, all mone



PHILLIP JORGE

It's gotta be Guitar Hero III. They could incorporate the motion sensor technology into the SG controller, so that you could activate the star power with a powerful groin thrust. I rely on my groin in order to score in real life, why should games be different?



PAUL FREW

A new Max Payne game. The only problem is finding someone in Max's life who isn't dead. His wife, baby and girlfriend are gone so who's left? How about his dog or even the guy who came around fix the TV? Just give me some ext-gen bullet-time already.



PATRICK KOLAN

Too much to ask for a Maniac Mansion game, LucasArts? Walt yep? Nuts. Failing that, how about a Happy Days game where you play as The Fonz and jump sharks to impress chicks. He's got two thumbs and he knows how



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SAMUEL HADIDA

A CHRISTOPHE GANS FILM

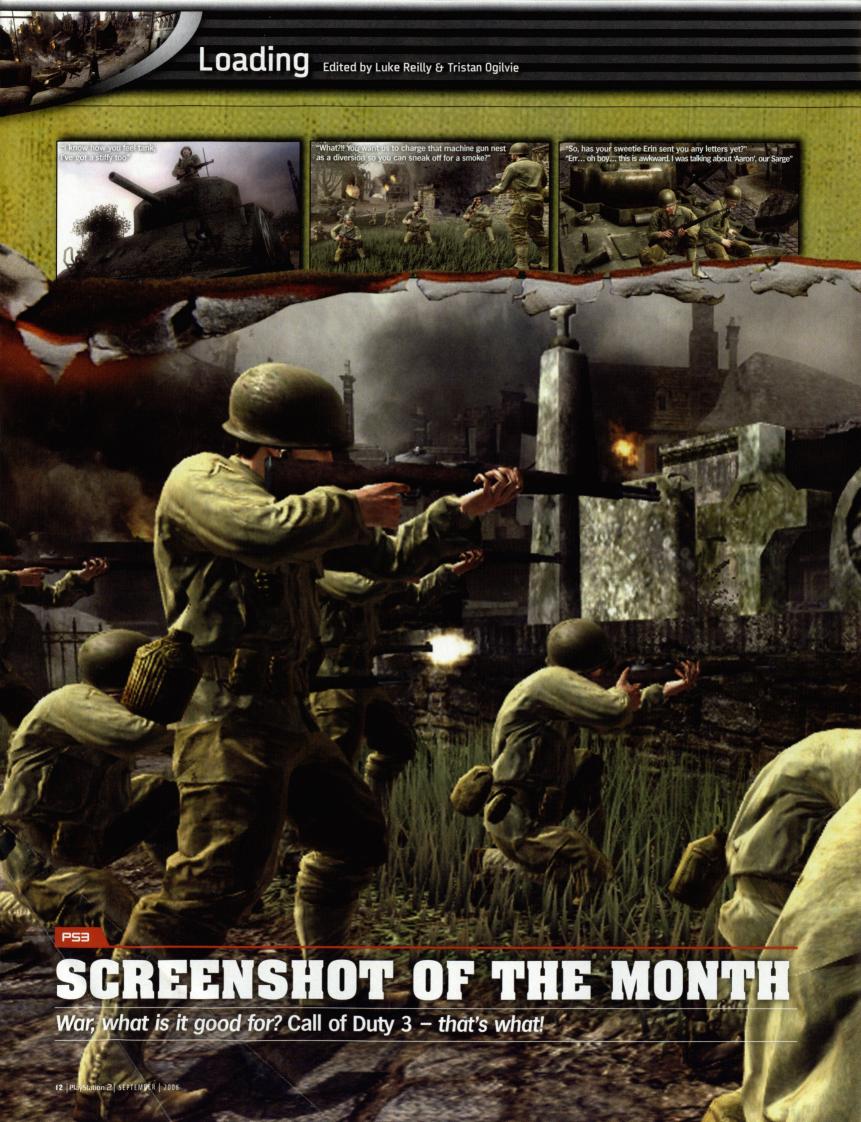
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SILENT





ONLY AT THE MOVIES! FROM AUG 31



Uncovering the latest PS2, PSP and PS3 news every month





P52

DOGGONE

FUN FACT! One of Reservoir Dogs's bullet points was finding out the fate of Mr. Blue, Brown and Pink. Don't we already know? In the movie Blue and Brown are killed and Pink is arrested.

WINNERS

Aeon Flux Ultimate Stunt School Prize Pack winner: A Minnikin Runners up: T Braines, E Gronlund, A Roma, D Bicchierai, D Campbell Legend of Zorro DVD: T Collins, U Aglik, S Koufalas, T Jacobs, K Kuhn, P Lewis, R Simmons, B Livingstone, S Benjamin, G Warburton Aeon Flux DVD: B Koh, S Thatcher, M Farinaccia, D Britton, C Lim, K Dowman, J Van Bracht, C Miles, C Powell and A Ruse

NOT OUT?

Last month we brought you the news that Ricky Ponting International Cricket was headed for the PSP this September. Unfortunately, Atari has since removed it from its release schedule. Howzat? According to a spokesperson from Atari, a PSP version of the PS2 game is not in the works, although a fully-fledged sequel to RPIC2005 might be released for PSP sometime in 2007. So for now, the only way for you to get the runs while you're on the go is by grabbing some takeaway Indian food.

MONSTER MASH

It's time to break open the weapons cabinet, pick your favourite implement of destruction and clear a space on your wall of fame (probably take down that pesky predator skull). That's right! Monster Hunter Freedom 2 is coming to PSP. Personally, we can't wait to decapitate! The new instalment takes place in and around Pokke Village, featuring differing terrain including snowy mountains and volcanos, to name a few. The village also has a female chief. Perhaps a side mission could involve a little pokie in Pokke. Nice.

GET THE DRIFT?

One of the best PSP launch titles is about to return with *Ridge Racer 2*. All the features you know and love from the original are back with the new Arcade, Duel and Survival modes raising the bar. With at least 20 cars and 18 tracks, there'll be more than enough nitro and drift to go around.

Reservoir Dogs put down

pcoming PS2 title Reservoir Dogs has been refused classification by the Office of Film and Literature Classification. Computer games that have been refused classification (RC) cannot be sold, hired or demonstrated in Australia.

Originally due out next month, the game is based on the Quentin Tarantino cult classic which was a watershed for independent film and spawned many an imitator. While the game was never destined for similar success, antiquated Australian legislation does not permit it to be rated and sold to gamers around the country, adult or otherwise.

According to the OFLC the decision was made on the basis that the *Reservoir Dogs* game "contains frequent depictions of violence that have a high impact. As such, the computer game cannot be accommodated at the MA15+ classification and must be Refused Classification."

Some of the OFLC's complaints were:

"
Players (participants in a bank heist)

"• Players (participants in a bank heist can literally blow the heads off hostages and police as well as execute hostages at point blank range with a gunshot to the head. • Using a series of so-called signature torture moves, players can use different means to torture hostages and thereby cause police to lay down their weapons, such as repeated pistol whipping the side of the head with blood spray evident, burning the eyes of a hostage with a cigar until they scream and die, cutting the fingers off a hostage with blood bursts as the victim screams in pain.

 In lieu of taking a hostage the player can opt for a more violent scenario where a slow motion shootout occurs, accentuating the violence."

After a good few hours with the game, we actually can't argue with any of that. With enough patience you can play the entire game without killing anyone, but you're not penalised if you choose to do the opposite. It is an exceptionally violent game and certainly isn't for the kids. The good news is that it isn't an exceptionally good game – you're not missing much.

At any rate, games that exceed the

MA15+ impact test of strong

impact must be refused

games like Reservoir Dogs won't be refused classification. The Reservoir Dogs game has since been banned in New Zealand, a country that does have an R18+ category for games.

The Reservoir Dogs ban comes shortly after Marc Ecko's Getting Up: Contents Under Pressure, another Atari game, was refused classification after a review of its MA15+ found the game might promote or

category for games. Currently, Australia and

Singapore are the only western countries

without an R18+ rating for video games.

rating for videogames would be good

for the industry, consumers and make a

far better warning light for parents who

an R18+ won't guarantee highly violent

consistently ignore the tamer MA15+ rating,

However, while the introduction of an R18+

that banned the game.

Atari has decided not to appeal the decision or resubmit an edited version of Reservoir Dogs. & LR

incite crime. Australia is the only country

point blank range with a gunshot to the head.

Classification, essentially because there is no R18+

PS3: Rumour has it that Ubisoft's PlayStation 3 stealth-action title Assassin's Creed will offer downloadable content and co-op play. We hope this is the case.

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YAKUZA-PALOOZA

Major voice talent announced for Yakuza

hile SEGA's Yakuza's momentum keeps building, an impressive array of voice talent has just been announced. Mark "Luke Skywalker" Hamill leads the pack. He's had tons of practise as the Joker in Batman: The Animated Series, so he's a shoe in for your main adversary. He's ably assisted by Michael Rosenbaum, who's better known as Smallville's Lex Luthor. Don't worry fellas, there's plenty

What? I

need the

money!

of voice candy as well with

Dushku and our choice for hottest pussycat Josie... oops... Rachel Leigh Cook. Michael Madsen rounds out the group. With more games under his belt than we can count he's a perfect choice. Besides. with previous experience removing ears in Reservoir Dogs, helping others lose a pinkie should be a walk

OPS2's Buffy favourite Eliza in the park. & DK

T2 SUED. AGAIN

Can you count, suckas?

nother day, another lawsuit. Star of 1979 film The Warriors, Roger Hill is suing Take Two Interactive over the videogame adaptation of the cult classic.

Hill, who played Cyrus in the flick, is seeking damages of US\$250,000 and a court order prohibiting the use of his likeness.

Hill, currently a librarian at a Manhattan business college, says Take Two approached him with a deal to use his name and voice in the game. He didn't hear anything after he rejected the offer.

A spokesperson for Take Two has told the New York Daily News that the company "has a valid third-party license for the rights to use Roger Hill's likeness and the character of Cyrus in The Warriors video game and related marketing materials."

Actor Michael Potts was the sound-alike used to record Cvrus' lines in the game. Also, is anyone else bummed that the once-cool Cyrus became a slave to the Dewey-Decimal system? 🛦 📭



Reservoir Dogs got refused Great movie, lame game. I watched Luke And Tristan play it for

way longer than they should have. I think they were bored. Anyway, there's a bigger issue here.

The problem is that this is starting to become a regular occurrence.

Did you know the Chinese Government have imposed a threehour time limit on all massively multiplayer online role-playing and online casual games? Play more than five hours and the system reduces a game character's ability to the lowest level possible. China tells its gamers how long they can play. But Australia tells us what we can play.

Now I'm not saying that having an R18+ category would guarantee the release of ultra-violent games like Reservoir Dogs - something the vocal minority of right-wing conservatives and religious bigots will have you believe. This is unfounded. New Zealand has an R18+ category and the NZ OFLC still banned Reservoir Dogs.

It's about perception. An R18+ sticker on a game sends a clear message something the vague MA15+ fails to do. There are no loopholes with an R18+ rating – no parent or adult guardian supervision clauses to relax negligent parents. An R18+ sticker means only one thing - not suitable for children. And, unfortunately, a lot of the games that scrape into this country labelled

You say you're holding out for the kids, Michael Atkinson. If you really want to do something for the kids, let the system change. Then it won't just be up to parents to scan MA15+ games for exceptionally adult content - the law, and that big, fat R will make it abundantly clear for them.

> Jessica Greene. Games Journalist

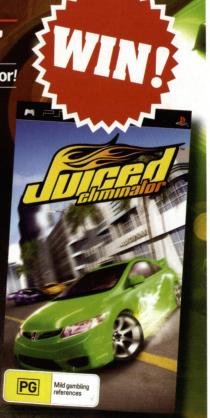
GET YOUR MOTOR RUNNIN'

And head out on the highway with Juiced Eliminator!

inding it hard to get a second date with that cute girl from accounts because you brought up your love of crankshafts on the first date? Have you scared off potential partners by chatting about your feelings on the right lubrication? Has your significant other given you the cold shoulder after you told her you need to duck home to polish you pride and joy? You sound like the perfect candidate for a copy of the new PSP street racer Juiced Eliminator. Thanks to our hombres at THQ we've got 10 to give away so to win one just answer the question below, follow the entry instructions below and mark your entry 'Juiced giveaway'.

Q. What do Juiced Eliminator's Ford Falcon, Dodge Viper and Ford Mustang have in common?

HOW TO ENTER - Send entries to OPS2@derwenthoward.com.au with the name of the competition you're entering in the subject line, or post your entries via snail mail to OPS2 Magazine, PO Box 1037, Bondi Junction, NSW 1355 with the name of the competition CLEARLY MARKED on the envelope. Include the name of the competition, your name, age, email address, contact number and, most importantly, your full address and postcode! All competitions close September 12. All competitions are open to residents of Australia and New Zealand.





REASONS TO BUY A PS3

Cell processor

If the Cell was any more cutting-edge we'd get a paper cut just from typing it.

Seven controller support

So you and six friends can play simultaneously! Or you can have a different controller for everyday of the week - just like us (only in our case, replace 'controller' with 'lady').

It's not a Nintendo Wii

So you'll still have motion-sensing action without having to suffer Super Mario in EVERY BLOODY GAME! Hey, Nintendo? Here's a motion for you to sense (we're giving Nintendo the finger).

Your PS2 is tired

It's been on its back for the past six years having discs inserted in it every night - it's not Christina Aguilera, okay?

Four USB ports

That's two more than the PS2, four more than the PSone and five more than the SEGA Saturn (the Saturn gets deducted one USB port for being shit).

Motion sensing

Think of the possibilities! Games where you're... tilting... stuff. What? Look, we don't make games okay?

It's not an Xbox 360

What's that, Microsoft? You've got a game about piñatas? Cool, we'll be over here playing Metal Gear Solid 4.

1080p output

Not to be confused with the '1080 pee', the move that Naz performed at the Platform Diving Nationals a few years back. Everyone got wet that day.

Turns out it enables wireless controllers. And here we thought it was just what Paul gets after too many Blueberry Vodka Cruisers (man, he's a little bitch!).

Blu-ray movies

Apparently the adult movie industry is backing Sony's new format. Blue movies on Blu-ray discs? 'XXX-rays'? The HD format war is already won. Like the ancient proverb says, "He who has porn, comes first". We're not sure who said that. Probably Confucius.

NEW LEASE ON LIFE

Half-Life 2 coming to PS3

alve's highly acclaimed PC shooter Half-Life 2 is coming to PS3. Speaking at an annual EA summer press event in the US, Valve Software's Gabe Newell announced that Half-Life 2 will definitely appear on PS3 and that Valve is working in collaboration with EA for the port.

Half-Life 2 for PS3 is scheduled to launch simultaneously with Half-Life 2: Episode Two - the second in a trilogy of episodic content set after the story of Half-Life 2. The good news is that the PS3 version will

include other official Half-Life 2 content, including Episode One and Two.

Rumour has it we can expect to be frantically whacking crabs with our crowbars by next February (or the next time we're sleeping with Jenny McCarthy). & LR



DRIVING AMBITION

Ubisoft scoops up Driver

bisoft announced it has concluded an agreement with Atari and Reflections Interactive to acquire the intellectual property and technology rights to Driver, as well as the bulk of the assets and all of the personnel of Reflections Interactive.

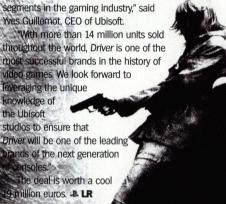
"This acquisition will allow us to add a prestigious title to our catalog and to enter into the driving games segment, one of the most important

segments in the gaming industry," said Yves Guillemot, CEO of Ubisoft.

leveraging the unique

knowledge of

studios to ensure that Driver will be one of the leading



TURNING JAPANESE

Win a copy of Tenchu on PSP!

re you prone to skulking around at night with your sword unsheathed, ramming it into unsuspecting goons from behind? Well, you're either a sexual deviant we want nothing to do with, or a fine contender to score a copy of Tenchu: Time of the Assassins on PSP.

Thanks to SEGA we've got 10 to give away so to win one just answer the question below, follow the entry instructions on page 15 and mark your entry 'Tenchu giveaway'.

Q: Which of the following ninja movies did we make up?

- a) Surf Ninjas
- b) Beverly Hills Ninja
- c) Ninja Bachelor Party
- d) Three Men and a Little Ninja





PS3: EA has announced The Lord of the Rings: The White Council, an RPG with an original storyline. Players can choose their role as a man, elf, dwarf, or a hobbit.



time to hone razor sharp reflexes and develop split second timing. Abilities which are critical to the success of any mission in the air. That's why all potential Air Force Pilot candidates must first beat the simulators before they fly the real thing. ADF Aviator, the

a chance to begin your training now. Created using real military aircraft specs and true battle scenarios, ADF Aviator isn't just a game, it's a taste of things to come. To get your free copy of ADF Aviator visit www.defencejobs.gov.au/adfaviator or call 13 19 01 now.









Rank	Title	Category	Distributor
4	SingStar Rocks! (Bundle)	Party	Sony
	FIFA 2006 World Cup	Sports	EA
6	FIFA 2006	Sports	EA
	Over the Hedge	Adventure	Activision
8	Need for Speed: Most Wanted	Racing	EA
9	Black	Action	EA
10	V8 Supercars 3	Racing	Atari

RELEASE SCHEDULE

Forma	it inte	Category	Distributor
AUGU	ST		
PS2	Jaws: Unleashed	Action	THQ
SEPTE	MBER		
PSP	50 Cent: Bulletproof G-Unit Edition	Action	Vivendi
PS2	Ace Combat Zero: The Belkan War	Flight	Sony
PS2	B-Boy	Dance	Sony
PSP	B-Boy	Dance	Sony
PSP	Gangs of London	Action	Sony
PS2	Justice League Heroes	Action	Atari
PSP	Justice League Heroes	Action	Atari
PS2	LEGO Star Wars II: The Original Trilogy	Action	Activision
PSP	LEGO Star Wars II: The Original Trilogy	Action	Activision
PS2	Monster House	Adventure	THQ
PS2	Splinter Cell Double Agent	Action	Ubisoft
PSP	Tekken: Dark Resurrection	Beat 'em up	Sony
PSP	Ultimate Ghosts 'n' Goblins	Platform	THQ
ОСТО	BER		
PS2	FlatOut 2	Racing	Red-Ant
PS2	Just Cause	Action	Atari
PS2	Metal Gear Solid 3: Subsistance	Action	Atari
PS2	Pro Evolution Soccer 6	Sports	Atari
PSP	Pro Evolution Soccer 6	Sports	Atari
NOVE	MBER		
PS2	Test Drive: Unlimited	Racing	Atari
PSP	Test Drive: Unlimited	Racing	Atari
DECEM	IBER		
PS2	Thrillville	Strategy	Atari
PSP	Thrillville	Strategy	Atari
TBC 2	006/2007		
PS2	Bully	Adventure	Take 2
PS2	Destroy All Humans! 2	Adventure	THQ
PS2	Dirge of Cerebus: Final Fantasy VII	Action	TBC
PS2	Family Guy	Adventure	Take 2
PS2	Final Fantasy XII	RPG	Ubisoft
PS2	God of War II	Action	Sony
PS2	Guitar Hero II	Party	Activision
PSP	GUN Showdown	Action	Activision
PS2	Marvel: Ultimate Alliance	RPG	Activision
DC2	Painkillor, Holl Ware	Action	OVC

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BUCCAN-AWESOME

Win a copy of Pirates of the Caribbean on PS2!

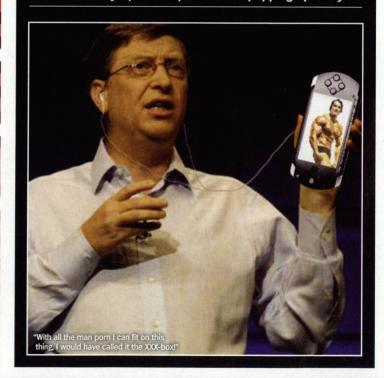
arrrrl Does ye wish to guzzle some grog until ye is loaded up the gunwalls? Is ye wishing to crack Jenny's tea cup, but ye isn't exactly sure what it means? Is ye wanting to blow a man down or make him meet your rope's end, without the awkward conversation the morning after? Yar-HARRH-cough-cough-HARRRR! Then ye would be wanting a copy of *Pirates of the Caribbean: The Legend of Jack Sparrow!* Thanks to our chums at Ubisoft we've got five copies of the game to give away! All ye needs to do is answer the question below, follow the entry instructions on page 15 and mark your entry 'Pirates of the Caribbean PS2 giveaway'. Savvy?

- Q. In pirate talk, to die at sea is to go to...
- a) Aqua Hell
- b) Waterworld (the Kevin Costner movie)
- c) David Jones' Half Yearly Clearance Saled) Davy Jones' Locker



PSP WATCH

Where has Sony's portable prince been popping up lately?



PS3: Activision has confirmed that developer Treyarch is currently working on the first next-gen Bond game, likely based on the upcoming flick Casino Royale

PSF

ONLY THE BEST...

... go Platinum

ortable gamers everywhere rejoice! You can pull more fun out of your pants or back pocket now at the bargain price of \$39.95. That's cheaper than that "Lady" of the night we got for Paul's last birthday! That's right, PSP games are going Platinum, baby. Platinum is the title bestowed on any game that achieves high sales over a designated period of time. Considering the PSP's only been around for less than a year, we think these games have made a damn fine effort. A few that have reached these lofty heights are Pursuit Force, Ridge Racer, MediEvil Resurrection, Need For Speed Underground Rivals and Everybody's Golf. Its no surprise the majority are racing titles, the PSP was built for speed! - DK



PSZ/PSP

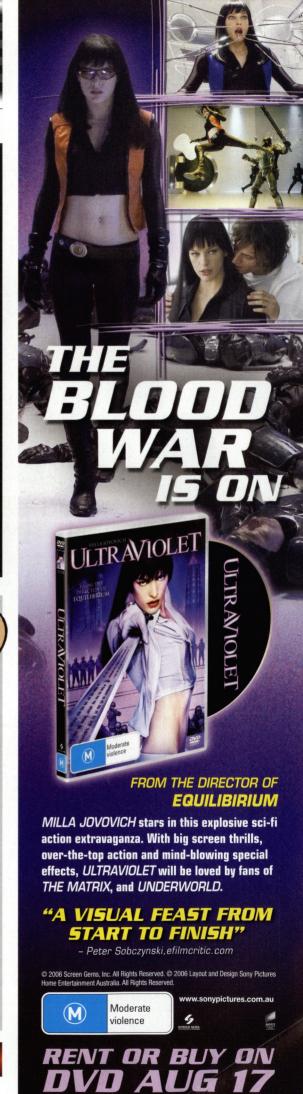
MONKEY MAGIC

Win Super Monkey Ball Adventure for PS2 or PSP!

ome people tell you that you shouldn't play with monkey balls, people like zoo attendants or Michael Jackson's psychiatrist. Not SEGA, it wants you to. That's why it invented the Super Monkey Ball series, so that we could all play with them without fear of public persecution, or infection. Thanks to our ball-loving friends at SEGA, we're giving away the latest game in the series, Super Monkey Ball Adventure, and we've got five copies of the PS2 version and five copies of the PSP version. To win one, answer the question below, follow the entry instructions on page 15 and mark your entry 'Super Monkey Ball giveaway'. And don't forget to stipulate which version you're keen to win!

- Q. Which of the following is not the name of a character from the SMB series?
- a) Aiai
- b) Meemee
- c) Poopoo
- d) Gongon





LEAD PROGRAMMER / JULIEN BOUVRAIS

DEVELOPER DIARY

Continuing with our ongoing series of interviews, this month OPS2 chats to Julien Bouvrais, lead programmer on Splinter Cell: Double Agent







Like many in the industry I started to play videogames very young. I had my first home computer in the early '80s (it was a ZX81) and started learning various programming languages to eventually program my own text-based adventure game (which was not very good as you

can imagine). Of course, when I started working at Ubisoft, it was a great opportunity for me to combine a passion for computers and videogames and an actual work

OPS2: What was your education background? What educational studies

My curriculum is a bit awkward. I have a masters in physics and an engineering degree in telecommunication. Any gree related to programming and a dedicated will to work in the videogame industry can get you there.

OPS2: How does a programmer get hired? what are the skills that he or she must have?

Most programmers we hire in our teams have a university degree in programming. But we are also looking for people with a sense for innovation and passion for videogames. Most of the good game programmers do not only care for the programming side, but also have a big influence on other parts of the game because they have a real interest in their "baby"

OPS2: How did you get hired by Ubi and how did you end up working on Splinter Cell?

My masters in physics helped me get my job at Ubisoft. My first project was a rally game. I was the programmer in charge of the behavior of the various cars we had in the game. Little did I know before getting this position that a car behavior for a racing game could be this complex. From there I worked on various projects

including Speed Devils Online, and eventually got on the Splinter Cell: Chaos Theory team. When SCCT finished, I built a strong team of experienced programmers mostly coming from the Splinter Cell license to take on the Double Agent episode on PS2, Xbox and Gamecube

OPS2: Can you describe the job of a programmer? And how important it is in the process of making a game?

The obvious part of a programmer's tasks is to build the technology to support the features of the game we develop. For instance, when we need to integrate an Al sidekick to help Sam in his missions for Double Agent, the first thing is to design is sidekick behavior to be coded in the engine. Everything related to how the sidekick should use the navigation mesh to follow Sam, how it should react to the enemy NPCs, how he will help Sam accomplish acrobatic moves, has to be written in the code based on the intended result. Another big part of the programmer's job is to develop the tools to support the game production in DA for instance, we developed innovative ice shaders to be used by our artists to render the realistic ice effects you can witness in the first level of the game

OPS2: How do you work on the AL, a very important part of a videogame? What is a successful Al?

Well, the players will tell you that the best AI is the one they don't actually notice too much, that is not too artificial and therefore repetitive, predictable and what not. What we did on Double Agent with Sam's sidekick is a good example of that. The main goal was to make sure that the sidekick behavior is realistic enough. He is actually Sam's support in the mission, helps him accomplish his objectives and pass through the different puzzles of a mission. To tackle that, the Al programmer needs to design the behavior of the sidekick with this vision

in mind. For instance, the sidekick not only needs to follow Sam wherever he goes, he also needs to make sure not to be noticed by the enemies, take cover when needed, react to Sam or himself being attacked in a clever way, etc.

OPS2: Can you please explain exactly your what is your job on Splinter Cell Double Agent? Bearing in mind that it is not a new IP and this episode seems to be very similar to its predecessor? More exactly, what are the functions of a programmer on an already know where tricks are already written? With Double Agent, we really wanted to expand on all the things developed for Chaos Theory and put in new content which is what the players actually want to see in a new episode. Most of the programmers' work was dedicated to bring in some new elements to the license. Sam can now interact in a "friendly" way with some NPCs which is directly tied to his position as a double agent. We brought in a complete sidekick behavior as mentioned before capable of supporting Sam in the mission and able to perform cooperative moves much like in the co-op mode of Chaos Theory. We integrated lots of new moves (like the "ice plunge" and "grab through ice", "rappel through window" moves), abilities and gadgets. Double Agent brings in many aspects that are quite different from what the engine

engine could support this new role for Sam. OPS2: What are your relationships/ interactions within the other departments in the production?

was able to do as of Chaos Theory, we

Invested much time in making sure the

The programming team can be seen both as a client and a provider inside a bigger team. We do need the animators' work to fully develop an Al behavior (the sidekick co-op moves for example) and other animation related features. We do program and then expose new engine

functionalities to the level designers and artists for them to be able to actually setup the gameplay and art into a specific level. The features we develop are based on ideas of the game designers, etc. But aside all that, because we know what the engine is able to do, we can intervene in the creation process of the game to bring in some new ideas.

OPS2: How frequently do you follow the development of the game?

As programmers we need to follow closely the progress of the levels at least to make sure our work completely fulfills the requirements. This can take several aspects. At the beginning of the project, we review the concepts. When the level designers come up with the ideas for their level, we review these on paper since this is the only tool that we have. After that, when the levels take life, we are able to formally review them and make some additions or rework some of the ingredients they use. For example, we might want to develop a behavior where Sam can hide a corpse in a vehicle to support an objective in a level, or develop a search light system able to track Sam's movements in another. This constant follow-up is very important to make sure we actually bring the level to life the way it was conceived. There are always some details you might want to catch up during production.

OPS2: Over all the Splinter Cell episodes, what was your most professional and interesting rolessional and interesting xperience? What did you learn?

I have worked on Chaos and DA Both were very different in the approach. While we developed many technological features on Chaos, we decided to focus more on the player's experience for DA. We've invested much more time on Al, gameplay and other elements directly visible to the player. It's always a thrill to work on a game that is really anticipated by the community.

















SPEAK TO US!

Come on, we know you guys are bursting to get involved. Share your thoughts with the nation's PlayStation 2 owners in the new, improved Feedback section and you could win this issue's Game of the Month! Write to us on paper or on a computer

OPS2 Feedback Derwent Howard PO Box 1037 Bondi Junction, NSW 1355
Email: ops2@derwenthoward.com.au



ne games mags are written by people tho don't play games very often, but not PS2 – in fact, we play games so much ere that we almost never manage to get a tan in summer! Here's what's been keeping



1. JUST CAUSE

We haven't had this much fun with a grappling hook since *Bionic Commando*. Except that time we used a grappling hook in the bedroom. That was all kinds of freaky.



2. SPLINTER CELL: DOUBLE AGENT

Just when we thought the PS2 had hit its graphical peak, Ubisoft takes it up another notch What's next, Ubisoft? Are you gonna cure cancer?



3. RESERVOIR DOGS

Luke spent an afternoon playing through the entire game. The verdict? Let's just say that the torture isn't only confined to the action onscreen. This dog most definitely bites

NEXT-GEN, BUT WHAT THEN?

The next generation PlayStation console is almost here, bringing with it improvements to console gaming that will forever change the world! But I've started to wonder about the future of gaming. We are teetering on the edge of completely revolutionary advancements in consoles, and these advancements will become our standards. We will expect photo-realistic graphics, deep and varied gameplay, and incredible Al. Imagine this scenario; It has been a couple of years since the PlayStation 3 was released. The games market is flooded with top quality titles that blow away all expectations. The games look real. The Al is at its best. Gameplay has gone through the roof. Then, we hear rumblings in the industry about something new; the PlayStation 4! We wait eagerly for information, but something seems wrong. We look at the PS3 and say "What possible improvements could you make?" You can't improve graphics that look real. Al can only go so far before we can't beat them at all. Is it possible, that by trying to make our best in console gaming, we have reached the top of the console mountain and can only climb

Carl Gregory, NSW

back down?

It's a fact; Sony build consoles to last. While the competition rushes underdeveloped products to the market in the PSone has enjoyed a lifespan of about five years, the PS2 six years and counting, and the PS3 could conceivably be the console of choice for gamers for close to 10 years or more. It's future proof, it's packing some truly groundbreaking hardware it supports the HD format hotly tipped to take the mantle from current generation DVD, and it features many upgradeable components such as the hard drive. So we agree with you that games can't possibly get much more realistic than they'll be on PS3, but don't get too far ahead of yourself – the PS3 is here to stay for a long time, and by the time it's done we might be jacking the PS4 directly into our brains. Probably (and preferably) not, but who knows?

Jacking in: the next

evolution of videogames?

PANTS ON FIRE

I've had it with your lies. I picked up the latest issue of your magazine [OPS2 #56] in the newsagents today and looked inside, to find you proudly describing the motion sensing capabilities of the PS3 controller. "It can sense you tilting it in all three axes!" you cried, or something to that effect. "And it can sense when you move it up, down, left, right, forwards, or backwards!"

......

At this point I put down the magazine in disgust. These statements are simply not true, and you know it. The PS3 controller senses motion in six directions - tilt forwards, tilt back, tilt left, tilt right, move up, move down. You knew this perfectly well when you wrote that article and you lied through your teeth so silly little people would be fooled into buying the PS3, bringing in more money for your master. Sonv.

You are just one cog in the gigantic lie machine of Sony, oiled with the blood of journalism. I am not a PlayStation hater, and I intend to buy a PS3, but I do not intend to buy a copy of Official PlayStation Magazine ever again.

William Broom, via email

That's very sad to hear, William. For the record, in OPS2 #56 we actually said (in reference to the PS3 controller), "Its six movement fields are broken down into the '3-posture-axis' of roll, pitch and yaw. The controller can also detect acceleration along the XY and Z planes, allowing you to manipulate objects in games forwards, backwards, left, right, up and down". Guess what? All of that is true. How do we know? Because not only has it all been confirmed by officials at Sony, but we've also played with the damn thing ourselves! So thanks for completely misinterpreting us, and then accusing us of lying. The only time we actually did lie in OPS2 #56, was when we said that "Guitar Hero is better than sex". Although that is possibly true, especially if you're a guy like Paul (anything is better than nothing at all).

SOLID INFO

Would you say its better to play the first two Metal Gear Solid games before playing MGS3? In other words, are there any references (aka spoilers) in MGS3 that you would only understand after playing the first two? After playing the superb demo and hearing about the great storyline twists and such, I knew that I had to get into this series. But, being a writer/ reader who's more interested in the storyline than anything else. I don't want to play MGS3 and ruin some secrets revealed in the previous games. Any advising would be great!

John B. via email

It would be preferable to play them in order, but not essential. Keep in mind that MGS3 is actually set prior to MGS and MGS2. Also, if you're yet to pick up a copy of MGS3 then vou may as well hold off until MGS3: Subsistence is released later this year (flick to page 28 to read all about it). MGS2 should be pretty easy to track down, but for MGS you're probably going to have to trawl through second hand stores and pawn shops. Note that we said pawn shops, not porn shops (you don't want to go into your local Tool Shed and ask for a Solid Snake).





SPECIAL ED

Hello OPS2 magazine - you are the best. Ive looked everywhere for a good PlayStation magazine but all I could find were stupid magazines about Xbox and Nintendo and I really hate Xbox and Xbox sucks and did I mention I really hate Xbox? But when I found your magazine it was glowing and angels came down from heaven singing "buy it buy it buy it now"! So I bought it and I spent ages reading it, so then I bought lots more of your magazine. There is one thing I think your magazine needs more of and that is competitions, like the one you did in OPS2 #30, the one that the whole OPS2 team did when you played Athens 2004. But the sad thing was that a computer controlled character from Gambia won, but the winner out of the OPS2 team was Ed.

Luke Wafer, NZ

Firstly, it's nice to hear from you Mr. Wafer – we're big fans of your biscuits. You wouldn't believe how expensive it was for us to hire those angels to sell our magazine to you - God's promo girls don't come cheap. But we're glad you like it. As for more competitions amongst the OPS2 writers? Well we're all a bit reluctant to participate as there seems to be a 'winner's curse'. As you mentioned, Ed Lomas won the last competition, and the last we heard he was hawking Star Maps to tourists on Hollywood Boulevarde and sleeping in his car. Maybe we'll wait for Beijing 2008.

NBL LIVE OR DEAD?

Hey all at OPS2 towers, I've got to say I really enjoy reading your magazine each month, it's well worth the \$15.00. I'm a big fan of basketball and I love the NBA live games from EA, I noticed NBA Live 07 will be a launch title for the PS3. Will this game be coming to the PS2 as well? While on basketball do you think any developers out there would consider making a NBL basketball game? As the league expands to three countries this year (Aus, NZ and Singapore) I can see it selling outside Australia. Thanks for your time and keep up the great work.

Brock Halliday, via email

Congratulations Brock, you have the coolest '80s action hero name we've ever heard. In regards to NBA Live 07, it will most definitely be released for the PS2 and PSP alongside the shiny new PS3 version. Unfortunately, despite the fact that the NBL is broadening its league to include teams in Singapore and New Zealand as well as Australia, we really can't see an NBL game selling well. The sport of basketball is still well behind the footy codes and cricket in terms of popularity in this country, and most basketball fans would probably continue to buy the NBA titles anyway. But never say never, as they say (whoever 'they' are. Probably people with voice activated bombs strapped to their chests that explode when you say the word "never". What? We totally watched that movie Saw last night).





CRACK A FAT GOOD

I just picked up OPS2 #55 and woah man does that PS3 look good, crack a fat good in fact. There is, however, one thing that is bothering me, and that is that the next generation of consoles could spell the end of quirky aesthetic designs and technical ingenuity (phew big words) that we have seen in the past. What I am talking about is like how in Duke Nukem 3D you could get a good look at the 2D dancing chicks top notch rack no matter where you stood, or how in MGS all the dudes had no faces and you felt as though it was because they were faceless soldiers each fighting their own wars, or how half the challenge of Medal of Honor Underground was wading through fog so thick that you could barely see where you were getting shot to pieces from. Anyway that's my rant just had to get it off my chest *sniff* farewell, crap graphics.

Ryan Bradbury, via email

The PS3 really is crack a fat good - you should have seen the auditorium when Sony first revealed it at E3 in 2005: there were more pitched tents in that room than a hillside at the Byron Bay Blues Festival. Seriously, it sounded like someone had cracked a whip in an echo chamber. It was fine for the female journalists, but us guys were doubled over for the entire walk back to the hotel. Scientists had to come up with an antidote for Vigara. just for the aftermath! We're still trying to walk ours off, 18 months later - our blood's only just resumed flowing to our brains again! Wait, what was the rest of your letter about?

CUTTINGS

Snippets from letters that made us laugh, cry

OPS2 TOO?

want to subscribe to OPS2 but I'm worried that my 12 month subscription will be wasted when the PlayStation 3 is released. Will this magazine continue to be a PS2 mag or not?

OPS2 will continue to feature all the latest on PSP, PS2 and PS3, after the PS3 has launched. So if you subscribe now, you won't be missing out on anything. Except for full frontal nudity (pending the results of our next reader survey)

OUT WITH THE OLD

Why don't they make PSone games anymore? Just because it's old, you don't get rid of it. I mean my Mum's old and I've still got her! es. via email

That's only because they haven't invented a 'Mum 2' that plays DVDs yet, right? Just kidding,

FORCE FEEDBACK
I am a Star Wars fan. I have so much Star Wars stuff but I only have two *Star Wars* games. Ar there any new *Star Wars* games coming out? Alexander, via email

LEGO Star Wars II is almost out, and it's looking pretty slick. But if you're after a more traditional SW experience, then you might have to wait for a yet to be announced PS3 SW game that OPS2 got a peek at behind closed doors at E3

PS3 4 FREE

Are you guys going to give away hundreds of PS3s? Because that would be cool.

William Mumford, via email

We would, except we've had a falling out with our mailman (he caught us sending an email the other day and he just flipped out).

BULLY EXPELLED?

Just wondering if you have any new information on the Rockstar game, Bully? I have been waiting bloody ages for any news, and I can't seem to find anything. I checked the official PlayStation site in October last year and it said that it would be released at the end of 2005! Grant, via email

Bully is still in development and is due to arrive in late 2006. Hey, isn't it weird that you're actually looking forward to the arrival of a *Bully*, unlike in school when you used to walk home through the it could create a game called 'Hammer Nails in rotum' and it would still break the record for

ONE AND ONLY
My question is; are all Pauls like OPS2's Paul? I am asking this because my Dad's name is Paul.

Well that implies that in order to father you, your Dad would have had to have slept with a woman at least once. So no, not all Pauls are like *OPS2*'s Paul.

A BIT TOO EXCITED

I am frothing at the mouth and my pants are exploding to see how the PlayStation 3 performs. I want to play *Killzone* SO

Kerrod Cooper, via email

than exploding at the mouth and frothing in your pants... or is it? Somebody put some newspapers down under

MAN ON THE MOON

I've noticed that the new PSP Grand Theft Auto game is set in Vice City (GTA: Vice City Stories). At the moment I'm not sure what year it will be set in, but I'm hoping it's set in 1969. The reason why is because I remember in the original Vice City game when you purchased the Porn Studio, one of the soundstages has a fake moon set complete with an Apollo Lander and US flag. My friends have agreed that the greatest thing to do in GTA would be to dress up in a spacesuit and fake the moon landing, by running around on set in the suit, taking the hugely famous pictures of Buzz Aldrin and driving around in the Lunar Rover, maybe even hit Alan Shepard's golf balls. I am hoping that Rockstar hears my cries.

Jarrah White, NSW

While a 1969 setting could potentially work rather well for a GTA game (the soundtrack glone would be incredible), surely Rockstar wouldn't use it for Vice City Stories? You can't have Vice City without wrapping it in the excess of the 1980s. C'mon, that's like having Jennifer Hawkins in your bed and not wrapping her with your naked body. That's right, Jen - we're a human blanket. Wanna tuck us in?

THE MEANING OF LIFE

So, what's happening? I'm not doing much. And that's why I'm here. I have a slight problem with your review scores. Y'see, you rated Path Of Neo's lifespan an 8. I finished it in two days. I think you guys think of your job as monotonous when you need to review a boring game. PON wasn't boring, but I hope you see what I'm saying. Loosen up.

Michael Leslie, via email

Our Lifespan score isn't merely a reflection of how long it takes to complete a game from the start to the closing credits; it also takes into account such things as replay value, unlockables and multiplayer modes too. In the case of Path of Neo. we gave it an 8 for Lifespan because although it was a fairly standard length action game, it also presented plenty of bonus objectives and killer combo moves to master, and a heap of unlockable materials. So don't worry about us, if we were any looser we'd be Tara Reid (only without those nasty sores and the boob jobl.

IT SHOULD **BE A GAME**

've got a great idea for a game, ema ventnoward.com.au or post Iress. Don't forget to create es a free copy of the game of



WAR VETERANS: RE-DEPLOYED

It's the year 2012 and the whole world is at war. Australia has lost every single one of its troops, so, they re-deploy their veterans. You are put into the shoes of the best of

Australia's veterans and ent to war. Can you stop both the enemy and your own arthritis?!? Can you remember where you are going and who you are shooting at?!? As you run through the battlefield you must NOT drop your false teeth, and kill the enemy!! Michael Taylor, NSW

OPS2 says: There really aren't enough senior citizen heroes in videogames, although we would have called it 'Granddad's Army



Some drunk guy finds a time machine and uses it and stuffs up the history of the Earth So this scientist makes animal combinations to do different things and sends them back in time. The scientist

will give you instructions on what to do in the missions so for example you could make something like a gorilla with gills and fins with

Mitch Barnden, NSW

OPS2 says: Sounds like "some drunk guy" found our email address. Seriously, what?



You play as Paul. You have one mission, lose Paul's virginity. To do this you will have to go to strip clubs, the streets and more but will they still accept you? Use combos such as ⊗, ⊗, ⊚, ⊗, щ,

to win over a girl but will even that be enough? This game has a very long lifespan and many puzzles.

Thomas Jamed, via email

OPS2 says: Not bad, but *Leisure Suit Larry* pretty much owns the 'pathetic loser simulation' market.



TEXAS CHAINSAW

Choose from five teenage protagonists. each with their own unique story chapters and locations to explore, or pick up your chainsaw and play as Leatherface himself and lay waste to teen

OPS2 says: And could it survive the OFLC?



WHY CAN'T WE BE FRIENDS?

There's a guy at school I really hate. One reason is that he's an arsehole, the other is that he hates PlayStation! No matter what I say or show to him he thinks the PS3's games, graphics and gameplay aren't as good as the Xbox 360's (yes, I'm talking about you, Jonathon. What are you going to do about it?). I want to kick him in the balls until they turn blue and fall off but it's cruel to hurt

> someone whose life would already suck due to the lack of PlayStation, PS3

will bring the world together; it will stop poverty, racism and wars. And this loser (Jonathon), as well as many other Xbox lovers will miss out on it just because they can't take the fact that their console is shithouse

Jackson Nicholls, NSW

Woah. Calm down there, Jackson. Life's too short to waste your energy on hate. Boy, we really need to resolve this before things get out of hand and a friendship is ruined. [sound of phone dialing] "Yeah, hi. Is this Jonathon? [...] Hi Jonathon, this is OPS2 calling [...] Yes, the greatest gaming magazine since Zzap 64 [...] Why yes, our voice is naturally this deep and

irresistibly sexy. Listen, we hear you've had some problems with one of our readers, Jackson, and we want to sort things out [...] But surely you can put aside your console preferences and [...] Huh? Jackson called your mother a "smelly pirate hooker"? [...] Well, no. He didn't mention that to us [...] Well since we are being honest with our feelings, yes it is okay to admit that you're "masking your insecurities about your Xbox 360 by attacking the PS3" [...] Huh? Why are we repeating everything you say? Crap, he's on to us [sound of phone hanging up] Don't worry about what anyone else thinks, Jackson. You're going to love the PS3, and that's all that counts.



NSIDE GAMIN

Tristan catches up with C-3PO from LEGO Star Wars II

Tristan: Wait, this isn't the droid I was looking for. I was thinking more along the lines of Angelina Jolie in Cyborg 2, or a fembot. You don't happen to have any machinegun jubblies, do you?

C-3PO: "Jubblies"? That word is not in my vocabulary, and I'm fluent in over six million languages. Can you please define it for me?

Tristan: You know, jubblies? Fun bags, gob stoppers, flesh bulbs, hand warmers.

C-3PO: I'm not following you...

Tristan: ... zeppelins, rib cushions, Pointer Sisters, double whammies, chest puppies...

C-3PO: "Chest puppies"? Are they the foul beasts that roam the sandy deserts of Tattooine?

Tristan: You're an idiot. And clearly not a

C-3PO: Well of course not. I'm an android; I'm asexual. The only nuts I've got are the ones bolting my head to my shoulders. Sexual needs are not written into my processing algorithms.

Tristan: Oh, come on. Don't tell me there aren't any sparks flying between you and R2D2? You take more hot oil baths together than a Swedish soccer team.

C-3PO: No. R2 beeps too much in the bedroom. It's a real turn off.

Tristan: Yeah, what's with that? He must swear like a Russian sailor to get beeped

C-3PO: He's not being censored; that's how he talks. You tit.

Tristan: Pfft, I knew that. So anyway, let's talk about LEGO Star Wars II. I hear you did all your own stunts in the game?

C-3PO: Yes, that's correct. And let me tell you. I was certainly shitting plastic bricks. Maybe I ate too many LEGO bran muffins at the LEGO catering table before we went on the LEGO set.

Tristan: That could have been it. My dog used to eat a lot of LEGO when I was a kid. It sure was a bitch trying to get those little blocks back

C-3PO: Chewbacca? Exact same deal. Why do you think he's always making those horrible moaning sounds? It's because he's trying to push a plastic brick out of his Dagobah System. Those things have really sharp edges, you know.

Tristan: Then I guess he really needs the Force to be with him. Thanks, Threepio.

ON 👺 AUGUST 16



New Characters, New Gundams, A Brand New Conflict!

With both PLANT and Earth Forces entering a state of uneasy truce, the world has once again found itself at peace. Yet for some, the war has never ended.

"Destiny strikes the right balance. It seems the glory days of Gundam might just be back"



HE-MAN SEASON 2 VOLUME 1

The Adventures of He-Man Continues in Season 2. Episodes 66-98, fully restored for optimum audio and video quality, and presented in story continuity order. Plus heaps of exclusive special features!

"Only a few others share this secret... The Sorceress, Man-At-Arms and Orko. Together we defend Castle Grayskull from the evil forces of Skeletor.'

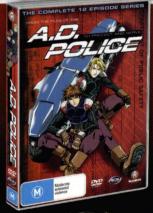


A.D. POLICE

What happens when human created Cyborgs lose control?

The A.D. Police saga, the awesome spin-off of the hit anime **Bubblegum Crisis: Tokyo 2040!**





PARANOIA AGENT COMPLETE COLLECTION

When the darkness overcomes the heart, Lil' Slugger appears...

From Satoshi Kon (PERFECT BLUE, MILLENIUM ACTRESS), in his anime series debut. Voted by Hyper Magazine as the #1 Anime of 2005! Not to be missed!

Animation by Madhouse (ANIMATRIX, NINJA SCROLL, VAMPIRE HUNTER D)







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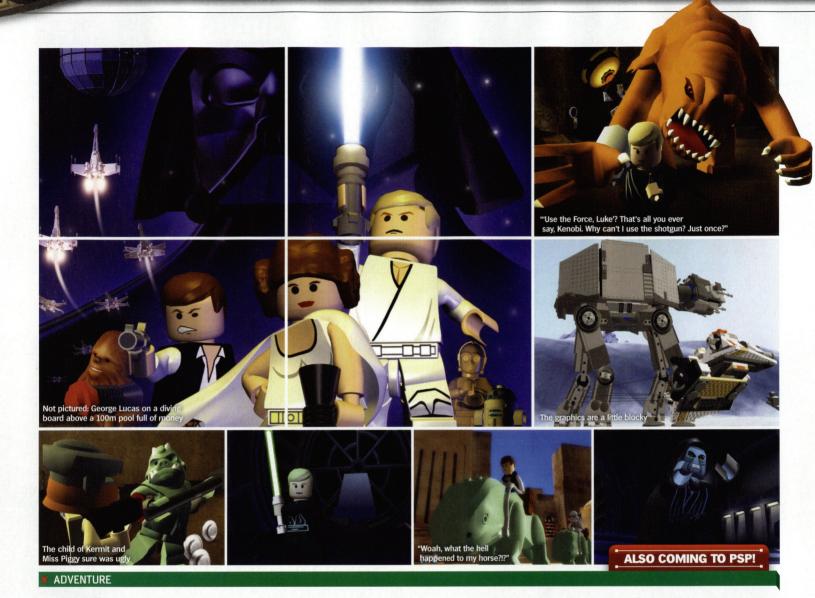








Pre-play



LEGO STAR WARS II: THE ORIGINAL TRILOGY

The building block empire strikes back!

HANDS-ON PLAYERS: 1-2 DISTRIBUTOR: ACTIVISION DEVELOPER: TRAVELLER'S TALES WEB: www.lucasarts.com LAST SEEN: OPS2 #55 RELEASE DATE: SEPTEMBER 2006

f ever there was a recipe for a geek aphrodisiac, it was the combination of LEGO, Star Wars and the videogame medium. Honestly, it's like throwing Dungeons & Dragons and Monty Python into a cocktail shaker, pouring it into a Linux branded coffee mug and stirring it all with Gandalf's staff. Mmm, tastes like 'virginity'.

We're kidding, of course. The first *LEGO Star Wars* wasn't only loved by that creepy pale guy that sits in the back of your classroom making models out of earwax, it was embraced by gamers of all shapes and sizes – ourselves included. The only real problem that we, and many others, had with the game was that it was based on the lameass prequel movies rather than the kickass original trilogy. And now that problem has been remedied.

LEGO Star Wars II supplies the same mix of tongue-in-cheek humour, slash-and-blast action and nifty

puzzle solving we all enjoyed in the original, only this time it situates it all around such classic moments as the assault on the original Death Star, the defence of the rebel base on the icy Hoth planet and the battle for Endor with the sickeningly cute Ewoks.

WOOKIEE OF THE YEAR

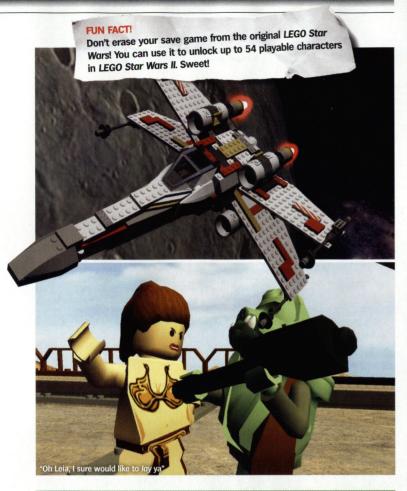
This month we got a more in-depth hands-on with the game. We decided to jump straight into the rescue of Princess Leia from her Death Star holding cell in *Episode IV*, with Luke, Han, Obi-Wan, Chewie and the two droids all in our posse. You can still switch control between each character at any time by standing next to them and tapping the **(a)** button, and a second player can jump in and out of the action at any time if you want to tackle it cooperatively.

Each character has their own special moves

- Chewie pops arms out of their sockets as though

they were drumsticks off a barbeque chook – and they all have new defensive moves too, whether you're knocking back blaster bolts with Obi-Wan's lightsaber or performing nifty side spins with Han to get out of the way of enemy fire. Certain doors in the Death Star can only be opened by Stormtroopers, so it's just as well you can grab a Stormtrooper helmet from one of the dispensers that litter the level in order to disguise your team (though they're a bit too small for Chewie and instead sit askew on the top of his noggin like Jughead's crown in the *Archie* comics).

The level takes you through the rescue of Leia, down into the trash compactor and eventually out into the hangar area with Vader and Obi-Wan duelling in the background, and there are plenty of humorous incidents throughout such as the moment Leia snatches a blaster rifle out of Han's hands and starts angrily smoking Stormtrooper arse, almost in a homage to the "He shot



BLOCKSTAR GAMES

Those of you who picked up GTA: Liberty City Stories on PS2 might have noticed the ad on the back of the instruction manual for the Grand Theft Auto III Kubrick collection. Kubrick as in the toys, not as in the director of A Clockwork Orange. To us they look close enough to LEGO toys for them to infringe on some form of copyright, but apparently they're legit. If you want a set, which features popular GTAIII characters such as Misty, 8-Ball and Salvatore, you'd better be quick as there have only been 3000 of them produced. Log on to www.rockstargames.com/warehouse to get 'em.



my hair" scene from Mel Brooks' classic Star Wars spoof, Spaceballs.

FASTEST BUCKET OF BLOCKS IN THE GALAXY

Sadly, aside from a dinky little trolley cars in the Death Star hanger, we didn't get a chance to test drive any of the vehicles in *LSWII*, which is set to include everything from Luke's Tatooine landspeeder to the Millenium Falcon and Vader's TIE fighter. You'll even get to ride

animals such as Banthas and Tauntauns (you know, those walking sleeping bags from *The Empire Strikes Back*).

We're also keen to try the character customisation system, which will apparently allow you to mix and match body parts from your *Star Wars* favourites to create the ultimate character. Yoda's legs on Vader's body, CVVhewie's arms on C3-PO's body, Lela's head on Leia's body – the possibilities are endless... ♣ **Tristan Ogilvie**

× PERCENTAGE COMPLETE

80%

LEGO STAR WARS II looks to be every bit as joyous as the first game, with the added bonus of featuring all of the characters, vehicles and locations from the definitive *Star Wars* trilogy.



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× ACTION

METAL GEAR SOLID 3: SUBSISTENCE

Kojima finally embraces the third dimension

HANDS-ON PLAYERS: 1 (1-8 ONLINE) DISTRIBUTOR: ATARI DEVELOPER: KONAMI WEB: www.konami.co.jp/kojima LAST SEEN: OPS2 #42 RELEASE DATE: OCTOBER

irector's cuts can sometimes resolve questions that remained unanswered when the credits rolled on the theatrical release or they can completely destroy a movie by doing things like replacing the charm with digital effects (of course we're looking at you, George Lucas). Hideo Kojima loves a director's cut. After Metal Gear Solid 2: Sons of Liberty, Kojima couldn't wait to rework it. The result was Metal Gear Solid 2: Substance. Not a whole lot changed in the main game but there were lots of bonus goodies for fans. It's been over twelve months since Metal Gear Solid 3: Snake Eater was released and Kojima has once again gone back to

the drawing board but this time he's changed the way you'll look at the *Metal Gear Solid* series.

Metal Gear Solid 3: Subsistence incorporates a traditional third-person camera. In Snake Eater you could only nudge the camera about an inch in any direction making it difficult to spot patrolling guards. But in Subsistence you'll have total control of the camera and be able to rotate it up, down, left, right and diagonally just like in most third-person games. Playing through the opening section of the game we were able to use the camera to spot guards almost immediately

without using

the first-

person view. Consequently there are no more blind spots, so if you get busted in *Subsistence* then you've got no one to blame but yourself.

Subsistence's other big feature is that it's online. You and seven mates can jump into twelve maps from the game in five different match types. There's the standard deathmatch and team deathmatch, but Kojima has also thrown in sneaking, capture and rescue game types. The sneaking mode sees one player as the legendary Solid Snake with the rest of the players taking on the role of guards. Snake has to steal the microfilm and escape unharmed but he'll have special camouflage that makes him





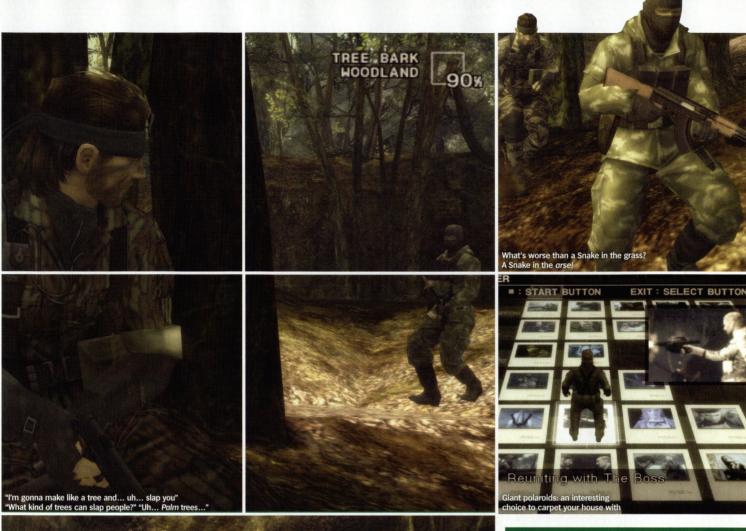














look like the Predator so Snake will have no trouble sneaking around. Capture is kind of like traditional capture the flag but you'll be capturing a frog. Yes, a frog. Your mission is to grab the frog and get it back to base to protect it. The hostage mode is all about protecting your rubber duck. One team will attack and one will defend and then after a certain amount of time they'll switch.

The second disc, dubbed 'Persistence', is packed with even more extras including the original MSX versions of Metal Gear and Metal Gear 2: Solid Snake, a mode that allows you to just play out the boss battles, a theatre for all the cut-scenes and the Snake vs Monkey minigame is back with a vengeance. There's so much new Metal Gear content that you'll have plenty of Snake to play with until Metal Gear Solid 4 arrives next year.

It looks like Mr Kojima has done it again but we'll have to wait and see if the entire package is worth taking \$100 out of your PS3 fund. - Paul Frew

X PERCENTAGE COMPLETE

80%

METAL GEAR SOLID 3: SUBSISTENCE throws you back into the jungle for a tasty second helping of Snake.

SNAKE HANDLER

At E3 Hideo Koilma announced that Solid Snake would be hitting the big screen. But who's going to play Snake? Here's who we think should step into the camo and the Solid Snake line that would make them the next big action hero.



David Hayter

The voice behind Snake knows the character like the back of his hand. Solid Snake line: "Metal Gear...



Kurt Russell

He played Snake Pliskin in Escape From New York so he knows how to play a Snake. Solid Snake line: "Virtuous mission? Sounds like some kind of initiation ritual."



Hugh Jackman

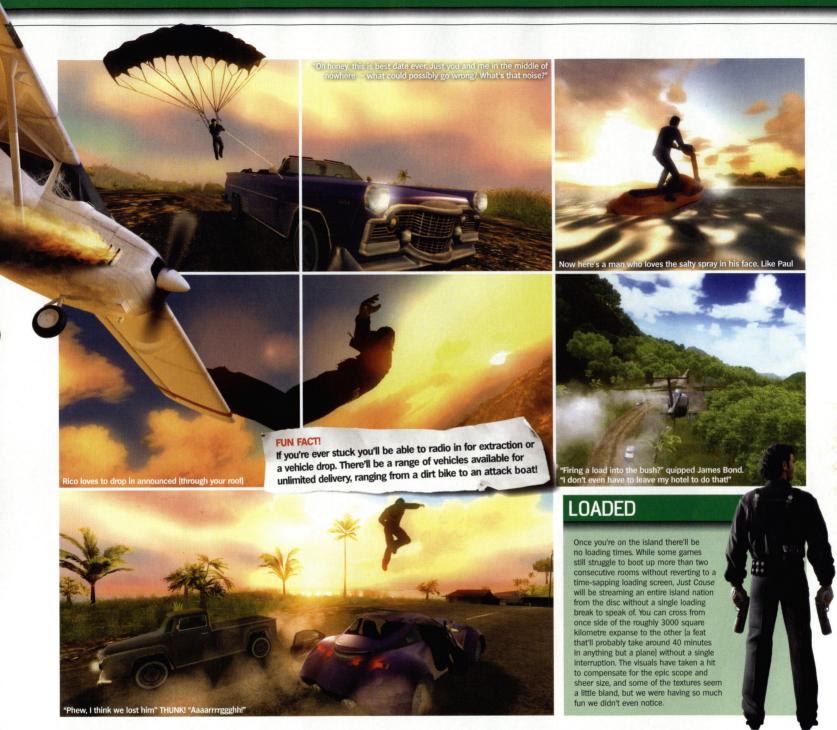
He just needs to fix his Wolverine hair and he'll look exactly like Snake. Solid Snake line: "The Virgin Cliffs. Nice name for a Virtuous mission."



Ron Jeremy

The porn king has had a lot of experience with snakes in his line of work. Solid Snake line: "Time for the Snake to shed his skin."





change, you'll need to overthrow the government and bring peace to a country in crisis.

But not before waging a little war.

LICENCE TO THRILL

What are bound to set Just Cause apart from the rest of the pack are the incredible stunts Rico is able to perform. Every vehicle has a 'stunt position' where Rico can leap from if the need arises. On cars it's the roof, on boats it's the bow and on planes it's clutching, one-handed, onto the trailing edge of the wing or rudder. It's not realistic, but it's fun - and that's what's important.

The best thing about the entire stunt system is that it doesn't feel like a slapdash effort bolted in for some cheap thrills. The stunts are more than a gimmick - they're worked into the fabric of the missions themselves. In one early task we needed to bust an important rebel leader out of prison. We could've approached the prison

by car and blasted our way in through the front door. We could've made a beeline for the nearest airfield, pinched a plane and dropped in on the joint from the sky. But on closer inspection we noticed part of the prison extended over the ocean. So, in true James Bond fashion, we took a swan dive off the nearest bridge, popped Rico's parachute, floated down into a nearby boat, tossed out the unfortunate fisherman and sped across the waves towards the jail. We lined the boat up with the prison wall and assumed the stunt position. Approaching at breakneck speed we pulled the ripcord again and were tugged into the sky as our 'chute unfurled. We easily cleared the prison wall and began to fire down at the guards below before hitting the deck in the courtyard.

An intuitive and tirelessly tested interface makes it easy, and the controls are fluid and satisfying. Just Cause is already easily as comfortable to play as a top-notch standalone third-person shooter.

But perhaps what's most amazing is that Avalanche has successfully shoehomed this massive game onto the PS2 to begin with. We explored the massive expanse for hours, discovering hidden jungle airstrips and hideouts perched on mountains, but only just scratched the surface. Just Cause is one of the most ambitious games we've ever seen and it'll be a bloody admirable debut project from an independent studio. It looks like Just Cause is about to join wacky modular furniture, Volvos, pacemakers and airbags as one of Sweden's greatest exports. 🖶 Luke Reilly

× PERCENTAGE COMPLETE 90% JUST CAUSE ought to be one of the best PS2 games this year and push the little bugger harder than ever before

Pre-play

X ACTION



SCARFACE: THE WORLD IS YOURS

Say hi to the bad guy

FIRST LOOK PLAYERS: 1 DISTRIBUTOR: VIVENDI GAMES DEVELOPER: RADICAL ENTERTAINMENT WEB: www.scarfacegame.com LAST SEEN: OPS2 #54 RELEASE DATE: OCTOBER

You wanna take me? You need a f**kin' army! You wanna take me? Say hello to my little friend!!! KABOOM!" Grabs your attention doesn't it? It's the line that forever immortalised Al Pacino in the eyes of a generation. The final moments of coked out, M-16 wielding, power mad, psychotic Cuban drug lord Tony Montana, as he desperately attempts to save both his life, and his crumbling empire. As wave after wave of Chicanos storm his compound, Tony lets fly a seemingly endless barrage of John Woo-esque machine gun fire, punctuated by grenade launcher crescendos. The result? A whole lotta hitman salsa. And just when you think he might make It of there alive, it all goes to hell in a hand basket. Some rat bastard with a hand cannon sneaks up behind him and blows him six ways from Sunday (not that way... easy, Paul). As Montana's taking a swan dive over the balcony into a claret soaked fountain, we can only imagine he would have envisioned it all going a little differently.

Lucky for us, so did Vivendi. Everyone deserves a second chance, even, it appears, political refugees from Cuba.

Scarface: The World Is Yours may sound like the title of the next James Bond film, but it's the "what if?" question anyone who's ever watched Scarface must have asked themselves at some point. What if Tony hadn't died at the end? The answer is shaping up to be one hell of a ride.

The opening scene gives those of you who haven't seen the film a short montage of Tony Montana's rise to power, up to but not including his fall. That's the jump off point. The first moment in the game, is just an instant before you die in the movie. You've got a split second to turn around and waste the silent assassin before he takes you out. It's a nice bit of poetic justice. In the movie, you die horribly, in the game, you escape by the skin of your teeth. The balance of the universe is restored. All a little too deep for you? Here's our response... balls.

ALL I HAVE IN THIS WORLD, IS MY BALLS...

Now don't get offended. We are talking about the game here. Many actioners nowadays have a rage meter or power-ups as you string combinations of kills together. Scarface has balls. Well, a 'balls meter' to be precise. When targeting enemies, you can fill up your balls meter by either aiming for specific body parts like kidneys, kneecaps or their cajones, or by taunting adversaries before, during and after you perforate them with bullets. When your meter is full, a press of a button brings on 'Blind Rage Mode'. The screen hazes over with a slight red wash, your third-person perspective suddenly switches to first-person and you are invincible for a limited period of time. This allows you to sniff out and snuff out the competition. As an added bonus, each kill replenishes your health! Killing never felt so good. Just try to resist the urge to pull a pseudo-Arnie one liner out your butt like the golden oldie from Commando,

FUN FACT!

Dave Kenner, who wrote the screenplay for the überdisturbing American History X, is penning the game's script. Hopefully it will be devoid of jaw-smashing curb incidents.









"remember when I said I would kill you last... I lied!"

By about now, you're probably thinking, "Yeah, this all sounds pretty cool, but what was that taunting thing you were talking about?" Glad you asked. Synonymous with Tony Montana, is smart-arsed-ness, Not your everyday, runof-the-mill ribbing-your-mates kind either. It's that brash, unashamedly brazen, "Screw you, buddy" attitude that made him such a cult phenomenon, and made the rest of us nearly piss our pants laughing. Wouldn't it be awesome, almost genius, if it somehow became an integral part of the game? It would, it has, and it is.

YOU WANNA PLAY ROUGH?

Frequent, over indulgent use of the "taunt" feature, is a wonderful, necessary evil to both preserve and refill your health, and to crush, kill, maim, humiliate and destroy every insignificant speck who thinks he has the juice to take you down. Hitting (a) brings out a veritable plethora of swear words and phrases, all jostling for position, wondering which will see the light of day first. While we can't print any of them here, we're going to take a leaf out of the new Battlestar Galactica series and paraphrase certain words to give you the gist of it. We're sure you'll work it out. Some of the more memorable ones were "You think you can take me? You frakking puta!" "Frakk you, you frakking frakks!" and, of course, "I take you all to frakking hell!" And those were all in the first five minutes! We were told that over 4,000 taunts were recorded and different ones are utilised throughout the game to keep it fresh. While incredibly gratuitous, taunting serves a threefold purpose. It helps fill

up your balls meter, it coaxes cowards out from behind cover so you can blast them, and it's a hell of a lot of fun.

After eluding the hitmen after you and the cops on your tail, it hits home that you are on your own. No mansion, no girlies, no henchmen, no nothing. What's a guy to do? First you get the money, then you get the power, then you get the women. How do you get the money? One word: drugs. That's the crux of Scarface: The World Is Yours. You start as a small time hustler selling nickel and dime bags, slowly working your way up to using stores as fronts for your operations. You then move up to warehousing, distribution, plantations, the whole shebang. And this is where the problem lies. Not with us, but with the OFLC and classification. Any game glorifying cursing, violence and drugs will be running around with a huge target on it's back for bannage.

Let's hope that we don't get a watered down, neutered version of Scarface, if we get it at all. The game is shaping up to be an absolute blast, so OFLC? Please have mercy? - Dave Kozicki

X PERCENTAGE COMPLETE

80%

SCARFACE: THE WORLD IS YOURS is shaping up to be a great looking, great playing continuation of one of the greatest gangster stories of all time. Fingers crossed it survives the scrutiny of the OFLC.

WILL THE REAL PACINO PLEASE STAND UP

After lending his likeness to the game, some of you may be bitterly disappointed to hear that Al Pacino won't be providing the voice of Tony Montana (we hear ya!). However, he was still involved in bringing his most recognisable character to life. Well over 3,000 voice actors auditioned for the role, and after narrowing it down to a mere four, Pacino had the final word on who got the part. Who are we to argue with him? If it's good enough for him, it's good enough for us















Pre-play















PHANTASY STAR UNIVERSE

The best of both worlds?

FIRST LOOK PLAYERS: TBC DISTRIBUTOR: SEGA DEVELOPER: SONIC TEAM WEB: sega.com LAST SEEN: FIRST LOOK RELEASE DATE: JAN 2007

or some gamers, RPGs are an acquired taste, like Pine O Cleen, or brake fluid. For others, they are the reason they got into gaming in the first place, and they'll go all misty-eyed when they talk about the late 1980s when Phantasy Star first arrived on the SEGA Master System. To give it it's due, the first Phantasy Star was quite an ambitious little creature, including the innovation of having battery-backed RAM for saving game positions! Wow! Flash forward 20 years, and SEGA has decided to serve up the sci-fi fun to the next generation, promising some new innovations along the way. Over the intervening years, RPGs like Final Fantasy have arrived on the scene, with its huge success going against the acepted wisdom that RPGs were "not meant for the games console" - so SEGA has high hopes for this title

When SEGA previewed Phantasy Star Universe at this year's E3, it soon became apparent that it was keen to have its singleplayer game, and eat its online cake as well. Fans of the more recent online series will get their fun, but gamers keen on keeping it all to themselves will be able to do just that with the offline singleplayer mode. Our hero, 17-year-old Ethan Waber, must do what he has to in order to save his sister from the evil life force known as THE SEED. He'll have an able group of companions to accompany him, with a range of skills to assist. But anyone who finds plodding along on foot from location to location as

exciting as chewing prunes underwater will be pleased to know PSU will include the ability to use a range of vehicles - which is probably a good thing as there'll be 20 massive dungeons and three gigantic planets to explore! So you can save the wear on your Nike's and just put some pedal to various metal - including customisable water-ski bikes, tanks, and dinosaurs that

While you can expect over 40 hours of gameplay in the singleplayer mode, online the SEGA honchos have big things planned for the game's evolution over the next several years, including squad-based play and new downloadable content. But we're getting ahead of ourselves - at the moment SEGA's Sonic Team has a game that looks pretty damn good, like the cheery mutant offspring of Starship Troopers, Final Fantasy and Star Wars. - Chris Dzelde

Producer Takao Miyoshi clearly realises the value of the saying, "When you're on a good thing, stick to it," revealing at E3 that there is still more to come in the Phantasy Star universe. "We are definitely looking into making a sequel. I am thinking of this as a very long project, so things like episodes or sequels will be considered in the future. Nothing has been finalised yet." (If George Lucas had said these same words in 1983, would the world be a different place? Probably not.)

HOW TO SING FOR A GAME



R&B singer Kelli Sae recorded the theme song for Phantasy Star Universe, a new version of a melody that fans of the series vIII recognise. Having toured the world with acts like Count Basic and Incognito, she still has no real idea on how she landed the gig. "I actually was approached (by SEGA). I'm not exactly sure how they heard

surrounding the New York recording session was tight, we know even an accomplished singer/songwriter such as Kelli had little input into the song itself, apart from her vocals. "No, I did not write the lyrics at all. I didn't really have to be told what they were about because I could read it and see. I tried to capture the feeling I thought they were looking for, and imagine myself in the actual situation." We can imagine Kelli in many situations - riding on the back of a dinosaur that shoots fire being just one of them.

X PERCENTAGE COMPLETE

50%

PHANTASY STAR UNIVERSE could be the best thing since Final Fantasy had you chasing Chocobos!

ADVENTURE

RAYMAN RAVING RABBIDS

Everybody loves Rayman!

FIRST LOOK PLAYERS: 1 DISTRIBUTOR: UBISOFT DEVELOPER: UBISOFT WEB: www.ubisoftgroup.com LAST SEEN: OPS2 #55 RELEASE DATE: DECEMBER

hat do you do to follow up two of the most critically acclaimed games of the last few years? Well, if you're Ubisoft's Michel Ancel, you go back to the character you created when you were just 19 years of age: Rayman. The Rayman series has sold over 16 million copies so far, and Ubisoft is betting there's still plenty of love for the armless and legless hero. After wowing us all with the fondly-remebered cult classic Beyond Good and Evil and showing us just how good flim adaptations can be with King Kong, Ancel has returned to his first creation and given Rayman hordes of evil bunnies to battle. Yes, bunnies. Scary bunnies. Seeing one of these buggers bringing you an Easter egg would be enough to put you off chocolate for life. Then what would you eat? Carob? Ewww...

Anyhow, In Rayman Raving Rabbids, packs of insane, freaky bunnies must be defeated in order to save Rayman's girlfriend, an old enemy's girlfriend, an old enemy, and the world! For someone missing his arms and legs, it could be a challenge (although role-models like Heather McCartney have proven you don't need a leg to land on your feet - wink, wink). Hundreds of rabbids will be swarming across your screen, and while they may be vicious, they are quite stupid - like bouncers on caffeine. There promises to be plenty of wacky laugh-out-loud moments, not the least of which will be the ability

to hypnotise bunnies with disco music! Once hypnotised, you will be able to use the rabbids to visit new areas of the game or just cause confusion

You'll also be able to recruit various magical creatures and enlist their help, too. So far, we've spotted spiders, sharks, angelfish, eagles and rhinos - all of which can be tamed and controlled Beastmaster-style to help you out. Rayman himself will be customisable, so you can give him just the right look for each challenge in the game: punk, pop and hip-hop outfits will not only give Rayman some style, but also help him send the crazed little furballs to hare-heaven. The huge free-roaming environments are brilliantly realised, and show the same lavish attention to detail that made Ubisoft's King Kong such a joy to play. Combined with his unique, zany humour, it looks like this Rayman is shaping up to be a lot of fun. A Chris Dzelde

Proving that the gaming world is starting to finally get the mainstream recognition it deserves, Rayman creator Michel Ancel was knighted by the French Minister of Culture and Communication earlier this year, and is now known as a Knight of Arts and Literature. He is the first videogames developer to be so honoured.

"THEY'RE BUNNIES, JIM...

grab some pretzels and sit down to watch the 1972 film, Night of the Lepus. It's supposed to be a horror film about glant killer bunnies, but it's actually quite hilarious. Squeal as hordes of rabbits trample through miniature sets in slow motion! Cover your eyes as the filmmakers slowly realise rabbits aren't all that scary after all! Shake your head in wonder when you discover it was pretty much the only non-Star Trek film that DeForrest Kelley [Dr. Leonard 'Bones' McCoy] ever appeared in!



× PERCENTAGE COMPLETE

RAYMAN RAVING RABBIDS looks to have all the addictive gameplay of the rest of the series, and will no doubt be on many Christmas wish-lists when it's released later this year.













PSP Pre-play









GANGS OF LONDON

Gangs of London is equipped with game sharing, so you can beam a demo to your mate's PSP and share the gangbanging love (no, not those mpegs you got off the web).

London calling to the underworld

HANDS-ON PLAYERS: 1-5 DISTRIBUTOR: SONY DEVELOPER: LONDON STUDIO WEB: www.yourpsp.com.au LAST SEEN: OPS2 #55 RELEASE DATE: SEPTEMBER

hat do you get when you take Snatch and add Two Smoking Barrels? Pretty much every scene in every DVD in the bottom drawer of Naz's bedside table. But when you're talking about the two classic cockney crime films from director Guy Ritchie, you get Sony's blockbuster Getaway series and its new PSP spin-off, Gangs of London.

Gangs of London is different from its two predecessors; a lot different. Yes, you still get a sizable chunk of the metropolitan London landscape to cruise around in, but you no longer have to do it alone. In most missions you will have your own posse of gang members in tow, and you'll get to direct them around SOCOM-style. They'll load up in the passenger seats of whatever wheels you swipe, and

watch your back when you're in an on-foot firefight.

Because you get to choose to play as one of five different crime gangs in the London underworld, there are actually five separate story arcs to play through in the main game - all of them intertwining to an extent but each featuring unique missions to play through.

But it's not all about the story, and indeed Gangs of London is packed with enough extra features to keep you busy well after you've played through the five gangs. There's a multitude of extras to indulge in - we've previously mentioned the nifty pub games and the RISK-style turf battle multiplayer mode, but there is also a tourist mode where you must take happy snaps of local landmarks such as Big Ben and Picadilly Circus, a riot control mode

in which you play a Bobbie attempting to subdue some soccer hooligans and even a survival horror mode that litters the streets of Old Blighty with undead zombies! And we don't just mean the ones that sell bongs and tie-dyed t-shirts at the Camden markets. 4. Tristan Ogilvie

X PERCENTAGE COMPLETE

GANGS OF LONDON looks to offer stacks of gameplay on the one UMD. The controls need tightening, but otherwise you probably shouldn't let this one getaway







TEKKEN: DARK RESSURECTION

Time to get slaphappy

HANDS-ON PLAYERS: 1-2 (Wi-Fi) DISTRIBUTOR: SONY DEVELOPER: NAMCO WEB: www.namco.com LAST SEEN: OPS2 #52 RELEASE DATE: LATE 200

stereotypes waiting to bitch slap each other into next week. Bring it

on!!! - Dave Kozicki

✗ PERCENTAGE COMPLETE

TEKKEN: DARK RESURRECTION needs its controls to be tweaked slightly, but it's otherwise shaping up to be a truly incredible handheld fighter.

f there ever was a genre that was suffering from a severe lack of attention, it's definitely your old school beat 'em up. That's all about to change with "The King of Iron Fist Tournaments" (not to be confused with Paul, the King of Iron Fisting) smashing its way onto handheld consoles.

There's always been something ridiculously satisfying about going head to head with your mates, and trying to beat the snot out of each other. We tried it with those Nancy boys from Official Xbox Magazine, and sent them crying home to Mama with a full load in their diapers. Twice. What a bunch of pussies! The rest of you hard assed mofos out there will relish the opportunity to

play over thirty characters from the Tekken line-up. We recently had a lash at the Arcade mode, and it plays extremely well on PSP. Most games have to compensate for the missing second analogue stick, and in many cases, the gameplay suffers as a direct result. Yer old brawlers, however, have no need for stinking sticks man! A d-pad and agile opposable thumbs is all you'll ever need.

With developers starting to test the limits of the PSP's potential, Tekken: Dark Resurrection should make a welcome addition to any portable gamers roster. You've got a fan favourite returning from the dead (will that Heihachi dude ever bloody die?), sensational graphics and a tonne of spandex clad

PSP Pre-play



X P11771 F

MERCURY MELTDOWN

The Mercury is rising again

FIRST LOOK PLAYERS: 1-2 II DISTRIBUTOR: QV SOFTWARE II DEVELOPER: IGNITION II WEB: www.qvsoftware.com.au II LAST SEEN: FIRST LOOK II RELEASE DATE: OCTOBER

et's face it, puzzle games are the little bitches of the videogame world. At PlayStation parties while the racing games and shooters are getting their freak on with the beautiful babies, you just know the puzzlers are huddled in a corner drinking some punch that Crash Bandicoot took a whiz in or having everyone point and laugh at their little blocks after being dacked again by Lara Croft. She's a prankster.

It's a different story on the PSP though. The puzzle games you wouldn't bother with on home consoles are as enticing as a post-beer kebab when you're looking for a game to keep you busy on the daily commute. Short bursts of pick-up-and-play puzzles are the perfect fit for PSP and Mercury Meltdown rolls the genre to new heights.

When it comes to improving on the original, Mercury Meltdown covers more bases than Phill did that night he crashed his sister's slumber party. The usual enhancements like boosting the level count up to a whopping 160 and cramming in more objects and challenges have been achieved with ease. On top of this Ignition has re-written the rules and allowed gravity defying vertical levels, as well as the ability to change the consistency of your mercury. Your blob can now become a solid ball bearing-like shape or a watery substance that travels much faster but is harder to control. While these changes will keep fans happy, Ignition has also catered to beginners by introducing new free-look and tutorial modes, as well as a more flexible progression system to

avoid players getting stuck on super-tough puzzles.

Still not satisfied, Ignition has also created multiplayer racing and party games ala Super Monkey Ball that can be game-shared across multiple PSPs. Mercury Meltdown – is there anything it can't do?
Narayan Pattison

X PERCENTAGE COMPLETE

70%

MERCURY MELTDOWN should have little trouble dethroning Lumines as the premier PSP puzzler!





× ACTION

GUN SHOWDOWN

A gun in your pocket and a showdown in your pants

DISTRIBUTOR: ACTIVISION DEVELOPER: REBELLION STUDIOS/NEVERSOFT PLAYERS: TBC

hat man wouldn't want to be a gunslinger? Don't wash, don't shave, drink whiskey, barbeque every night, be your own boss, shoot your old boss and hang around burlesque houses itching for a poke.

Anyways, the answer is no man – which is why we thought *GUN* was one of last year's best games. *GUN* was a brutal and bloodthirsty trip back through time to the untamed west, where life was cheap and justice was served from the barrel of a six-shooter.

The good news for fans is that GUN Showdown will include the epic Western in

its entirety, plus a whole lot more. Five new missions for the PSP version will expand on the adventure, and it'll feature brand new weapons like mines and throwing knives.

There'll also be a wild bunch of quickplay modes tailor made to suit PSP's pickup and play style, ranging from shotgun showdowns to winning a fistful of dollars at Texas Hold 'em. Better still, if you want to show a mate your true grit, there's also a killer range of Wi-Fi multiplayer modes.

Here's hoping its extra year in development will make GUN Showdown a lot more than just another PS2 port – otherwise this town ain't big enough for the both of 'em. & Luke Reilly





× PLATFORM

ULTIMATE GHOSTS 'N' GOBLINS

Back from the dead

DISTRIBUTOR: THQ DEVELOPER: CAPCOM PLAYERS: 1

hen developers sift through the graves of 20 year-old arcade games they usually dig up lifeless crap but Capcom has unearthed a true classic, then re-animated it superbly with *Ultimate Ghosts 'n' Goblins*. While retaining the old school side-scrolling action, Capcom has breathed new life into the coin-op classic with a deeper but ultimately more forgiving quest and lavishly animated 3D backgrounds.

Being able to withstand multiple hits, grab onto ledges you've just missed and continue from the spot you died are a few of the concessions made for today's gamers (which the hardcore can elect to turn off). The new ability to fire weapons in all four directions and jump a second time in mid-air is a welcome addition and soon becomes essential

if you're to have any hope of surviving the merciless onslaught. Considering we barely came up to the ankle of the first end-of-level boss, we're expecting very big things from Ultimate Ghosts 'n' Goblins. ♣ NP



WORDS: PATRICK KOLAN

















Sam Fisher, the NSA's one-man anti-terrorism unit, sheds the sneak suit and gets himself arrested. Splinter Cell: Double Agent is set to get you playing one side against the other in a stellar new outing, coming to PS3 and PS2.



oor Sam Fisher. Guy just can't get a break. Four games on from the sensational and groundbreaking Splinter Cell, Sam's daughter is killed by a drunk driver while he's on assignment. Naturally, Fisher takes it pretty hard. Save the world all you want, Sam, but none of that matters a dime

when you fail to protect your own family.

After a few heavy-boozing, bleary-eyed months of recuperation, Sam Fisher emerges from his solitude and begs his boss, Lambert, you know, snap some

for a new assignment – you know, snap some terrorist necks in order to take his mind off things. This time however, things are going to pan out a little differently.

Posing as a hardened criminal with a softspot for domestic terrorism, Fisher is behind bars, doing time for a string of fake bank robberies and a mock-hostage crisis – cleverly orchestrated by the NSA.

What this all boils down to is that Sam Fisher is a NOC – non-official cover operative. The kind of operative who, if exposed, the government will roll over and deny, deny, deny, it's all off-the-books, black ops, do-or-die stuff, and Sam Fisher is the kind of loose canon that, especially after losing his kid, makes him just a little bit unpredictable.

Welcome to a fresh, zesty take on the Splinter Cell series.

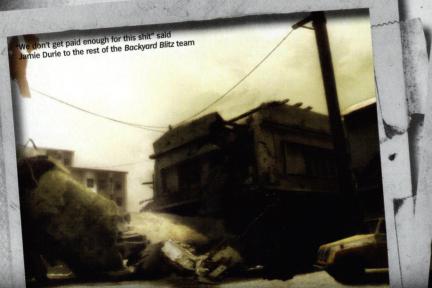
BURNING THE CANDLE AT BOTH ENDS

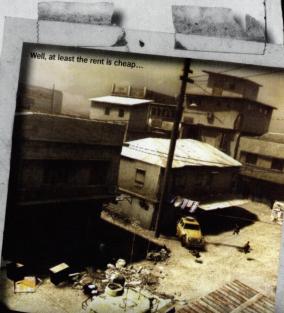
Sam Fisher, although still technically working for the Third Echelon and the NSA, is also equally accountable to the terrorist group, JBA – John Brown's Army (see 'FUN AND EDUCATIONALI'). It's the age-old dilemma: is it better to sacrifice a few to save many? Or do you play it noble and stick to non-threatening noogies and wet-willies, rather than headshots and necksnaps? This is exactly the kind of moral choice you'll be posed with in Double Agent.

Sam Fisher needs to buddy up with the bad guys. He needs to fit in. So it makes no sense to only play by the NSA's rules. Therefore, Double Agent introduces a sliding bar indicator that shows which way you're tipping the scales. This can be accessed via your PDA or at the end of each mission.

The real difficulty lies in striking the right balance between acts of terror and anti-terror. Ubisoft is trying to make the decision as tricky and emotionally evocative as possible by tailoring missions to actually include conflicting objectives.

At a point later in the game, the NSA wants you to foil an assassination that the JBA wants you







FUN AND EDUCATIONAL!

Pull up a chair, children, and let us take you on a magical adventure into the mysterious and fun-filled land of learning!

John Brown, the namesake of Splinter Cell's terrorist group,

John Brown's Army, was a white American abolitionist who rallied against slavery and, in a time when tensions between the south and northern halves of America were at breaking point, he condoned the use of violent tactics to aid the anti-slavery movement. He led raids and battles on pro-slavery southerners and was eventually captured by a southern army troop led by Confederate General Robert E. Lee. He was hanged, buried and several months later, the American Civil War broke out.

The terrorist group in Double Agent follows a similar, albeit slightly more extremist agenda of violence and sacrifice justifying the end result. Remember, kids: An eye for an eye makes the whole world blind. Change starts with you. Don't eat yellow snow And so on and so forth...







VIVA LA SPLIT JUMP to carry out. Either way, someone is going to get their panties in a bunch - it's up to you whether that's a sissy in an office somewhere or a crazed group of heavily armed domestic terrorists. We

think we know which one we'd prefer. Moreover – and this is important, so listen up - the story can be taken in very different directions with entirely new outcomes and events depending on the choices you make. Some of these choices are made during what has been referred to as 'directed moments' - something akin to an interactive cut-scene that sees Sam placed in a confrontational situation that could go one of several ways. Early on in the game, as Sam and his terrorist buddy make a break for freedom during a staged inmate riot, you're presented the option of either killing another inmate or letting him live. We opted for the latter and later on we were denied access to a gun by our accomplice. Instead, we had to make do with

our fists and a lockpick. Nuts. The level design also goes some way towards bucking the linearity of previous Splinter Cell games. Later levels are expansive and there are countless different approaches to getting from one point to another. Almost every situation we came across could be solved non-violently. If you're prepared to invest some patience and are willing to experiment a little, the levels provide plenty of opportunity.

The game plays, unsurprisingly, like the Splinter Cell titles of yore. The controls remain virtually identical to previous titles - draw your weapon with (a), crouch with (b) and press against walls and surfaces with L3. The split jump is back too, and damned if it isn't a load of fun to nail a guy from on top - right, Paul?

But as to be expected, there are some nifty enhancements and intriguing situations to keep veteran players on their toes.

There is a minor emphasis on cooperative Al play - if a wall is too tall to scale single-handedly, you can use context-sensitive commands to rally your gun-buddy to give you a boost, or visa-versa. Commands can also be issued on the fly, with bringing up your co-op actions and the option to whistle and draw attention to your position - handy for distracting the enemy.

Drawing out your pistol and clicking R3 activates the EEV - a localised electronic pulse that can disable cameras, lights, lasers and just about anything with a circuit.

At this stage, it isn't clear whether or not the PS3 version will take advantage of the controller's motion sensor, but the possibilities are definitely there. At one point during the game, Sam dives out of a plane for a spot of skydiving. It would be a natural fit to rotate and tilt the controller to adjust Sam's angle of

descent. Or how about using the tilt to lean around corners? We'll see

Speaking of skydiving, Double Agent sees Sam what happens. entering into some hairy situations that definitely add a lot of variety to the stealth mix. While on his rapid descent, you'll eventually reach a point where, hey, it's time to open the chute so you don't end up as a Pro Hart painting all over the pavement. Remembering you have no on-screen indicators, you go to activate your chute. Nothing happens. Shit. So there you are - or rather, there Sam is, plummeting towards the ground, and there's no on-screen help to be found. What do you do? Simple. Either get really up-close and personal with the ground, or complete a nifty lockpick-style mini game and unfurl your backup parachute.

It's moments like this, interspersed throughout the game that promise to keep players hooked.

BIG AWESOME

In the transition from PS2 to PS3, Splinter Cell looks the balls. And by balls, we mean awesome. Big awesome. Ubisoft has always put a lot of care







into the series' visual impact – who can forget the first time you saw the real-time shadows and fabric movement in the first title? Not us. It was impressive stuff that set the visual bar for the super-spy genre. Double Agent continues this tradition, with high dynamic range lighting, light blooming, normal mapping and self-shadowing combining to make Double Agent easily one of the most visually arresting titles in the PS3s starting line-up.

Little details abound – the subtle beading of sweat on Fisher's arms and head, the distinguished texturing that borders on photorealism. Later levels, particularly the dusty, battle-ravaged streets of Kinshasa, are not only a testament to the brilliant level design and art direction of the team at Ubisoft, but also to the power of the console itself.

Unlike the current generation release, the HUD is noticeably absent – an approach that is clearly aiming to keep players fully immersed without the distraction of health bars, light indicators and sound graphs. Even the text box has been removed – though, whether or not there are options for subtitles or a traditional HUD remains to be seen.

Instead, indicators are built into the weapons and items that Sam uses in-game. Things like

your level of detection are shown subtly with indicator lights on your back and chest. The lights turn green when you're hidden from sight, orange when you're partially exposed, and red when you're completely conspicuous.

There are a lot more daylight levels this time around, too. That makes using environmental cover even more imperative. Using the limited shadows might keep you hidden for key moments, but more often than not, you'll be dangling from railings, pressed against crates and suspended via split jumps – all of which looks spectacularly fluid, thanks to stunning animation.

SECRET AAAAAAAGENT

Multiplayer is shaping up to be a totally fresh experience for fans of the series. Aiming to make the game a little more accessible, and speed up the action, Double Agent Introduces 'Spy verus Spy' mode – less emphasis on gadgetry and more of a focus on smooth moves and a quick trigger finger. Although not confirmed at the time of print, it is expected that you will even be able to create and outfit your own unique agent for online use.

Your stats can be tracked too, which means that the problematic and often unfair match-

ups in Chaos Theory will be axed, since you'll be automatically placed with gamers of roughly equivalent rank.

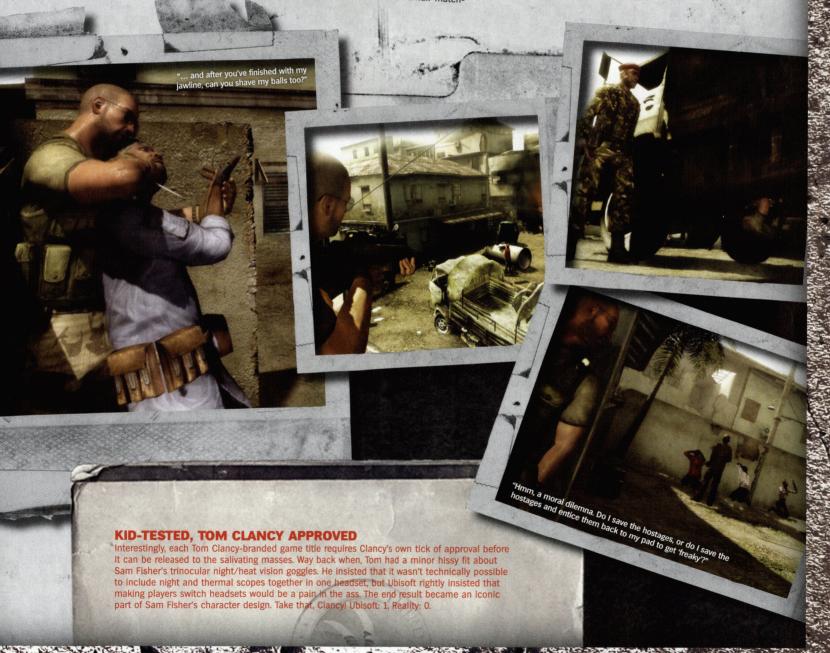
The final list of modes has yet to be finalised; however, you can expect to see classic deathmatch modes, key capturing modes (ala, capture the flag) and a host of others to keep you occupied.

TEN-FOUR, OVER AND OUT

With just a few short months before the PS3 touches down in Australia, there is still plenty to discover about *Double Agent*. From what we've seen however, things look eminently promising.

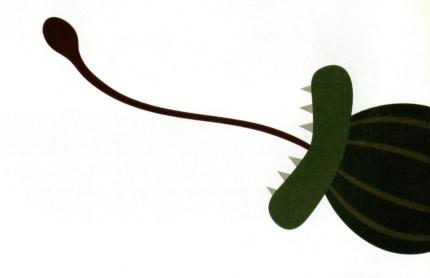
Just as things began to get a little formulaic in *Chaos Theory*, Ubisoft has worked its backside off to give gamers a reason to fork out the dough for a PS3. The 'directed moments' and new action-packed situations hold a tonne of promise – this is the kind of interactive storytelling that *Metal Gear Solid*'s Hideo Kojima could do well to learn from.

Above all, it's a welcome return for superspy Sam Fisher and a promising sign that next generation games won't all be sacrificing gameplay to worship at the altar of stellar production values.























RESISTANCE: FALL OF MAN

The next generation of survival horror?

FIRST-PERSON SHOOTER

- PLAYERS: 1-32
- DISTRIBUTOR: SONY
- DEVELOPER: INSOMNIAC
- WEB: www.insomnlacgames.com
- LAST SEEN: OPS2 #55
- RELEASE DATE: NOVEMBER

RESISTANCE: FALL OF MAN is packing innovative weaponry and some truly terrifying breeds of enemy, and looks set to be the PS3 FPS to beat at launch.

ere we disappointed by the absence of *Killzone* for PS3 at Sony's booth at E3 2006? Sure, momentarily. But we honestly didn't pay it a split-second's thought once we'd laid eyes and trembling hands on arguably the most visceral action-horror experience this side of *Resident Evil 4*. We used to call it *I-8*, but now we know it as *Resistance: Fall of Man*.

Not to be confused with Resistance: Full of Man, the chapter

of Paul's autobiography that details his extremely uncomfortable shower struggles whilst he was in prison, the stunning new first-person shooter from the creators of *Ratchet and Clank* is shaping up to become arguably *the* must-have launch title when the PS3 lands in November. It really looks that good.

If this is the first time you've laid eyes on it, you might be confused about the fang-toothed alien beasties invading what appears to be a ravaged WWII setting. But this isn't just another WWII shooter. In fact, in the world of *Resistance*, WWII never even happened. The game is actually set in an alternate 20th Century Earth, one in which both the US and Britain were forced to band together to cleanse Europe and Asia of a deadly species known as the Chimera (meanwhile, Australia was probably just taking it easy and kicking arse at sports).

The Chimera are of unknown origin and they propagate a virus that









HAPPY CAMPERS

Insomniac was recently rated number four on the list of the "50 Best Small and Medium Size Companies to Work for in America". It was the only videogame developer to crack the list. It seems like everyone has a good time working there, and it certainly shows in the games the team is able to produce. We're not sure what got number one, but our bet would be the lingerie store Scarlett Johansson shops at.







converts other lifeforms into even more Chimera, of varying shapes and sizes. Take for example the agile, scorpion-like Chimera that have a penchant for skewering unsuspecting human soldiers through the back of the skull with their pointed tails. There are also the bipedal grunts that work in coordinated formations and pack heavy-duty firearms, and then there are the tall, pencil-limbed Chimera that just scare the guts right out of your arse (they do it by hand

if they manage to get their claws on you). Something tells us that none of these bastards are interested in just "talking things through".

So far we've been lucky enough to play through two levels from the game, the war-torn Manchester setting and the underground 'Northern Command HQ'. The latter level appeared to be far more complete in its development and exhibited an impressive level of environmental damage with wood, glass and brick flying in all directions as

we fought the snarling beasts through shadowy tunnels and laboratories. The game also offers you some moral decisions in what the developers are referring to as "hero moments". One of these occurred in a lab, when one of the tall Chimera lifted up one of our human allies, and we had to choose between coming to the human's aid and recruiting him to fight alongside us, or sitting back and watching the Chimera rip him in half like a bounced cheque. With a bit of guilt and a lot of

glee, we chose the latter.

There are still many surprises in store from the game, including details of the apparently extensive multiplayer mode, innovative Chimeran weapons and vehicles and even building-sized Chimeran enemies, and we'll keep bringing all the info to you as fast as we can get our hands on it. One thing is certain; we won't be putting up much resistance when the game launches with the PS3 console this November. A Tristan Ogilvie

MOTORSTORM

Thunderstruck!



RACING

- PLAYERS: 1-16
- DISTRIBUTOR: SONY
- **DEVELOPER:** EVOLUTION STUDIOS
- **WEB:** www.evos.net
- LAST SEEN: OPS2 #55
- RELEASE DATE: LATE 2006

MOTORSTORM will feature more mudslinging than *The Jerry Springer* Show (but fewer bitchslaps, we think)

hen we think of mud we tend to think about mud with women wrestling in it. Preferably naked ones. What does that have to do with cars? Well, very little now that you mention it – although it's equally obvious when either are on high beam (and we'd pit any of them against our own hot rods any day of the week). Anyhow, then we sit down for a while.

And THEN we think about *MotorStorm*, the grubby upcoming rally 'em up from *WRC* developer Evolution Studios. We were able pin down Matt Southern, game director on *MotorStorm*, and dig up some more dirt.

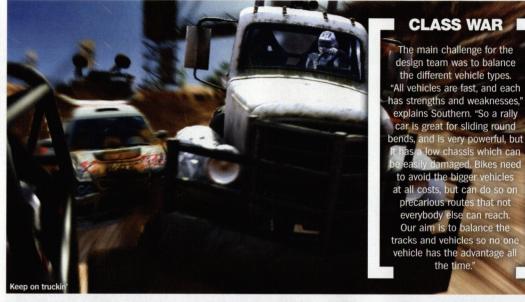
"From day one, MotorStorm was about brutality," explains Southern. "We think that games should let you do stuff that you can't or wouldn't dream of doing in real life, and this should include the ability to T-bone an ATV and take out the rider to get an advantage."

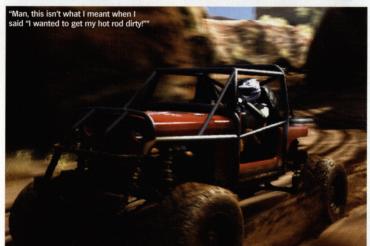
"With regular run of the mill racing games, the AI is out to beat you and that's just about it, but with MotorStorm we tasked the AI to be entertaining and physically challenging as well as trying to win the race. Everything is geared toward memorable moments for the player."

So what will separate MotorStorm from racing games before it?

"I think no racer will ever offer as many 'Laugh Out Loud' moments as MotorStorm, especially multiplayer where humiliating people will be taken to a new place," says Southern. "And yet despite the emphasis on gameplaydriven fun, all of the depth that a more devoted player needs in terms of handling, vehicle differences, surfaces and global records is also there. It's probably the first racing game out there where your opponents actually acknowledge the player's presence, not just by trying to drive into him, but by looking at him, gesturing at him and antagonising him into making mistakes."

Sweet. Luke Reilly













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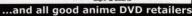












STRANGLEHOLD

You can't make an omelette without breaking some eggs

ACTION

- PLAYERS: TBC
- DISTRIBUTOR: RED-ANT
- DEVELOPER: MIDWAY
- WER- www midway co
- LAST SEEN: OPS2 #53
- RELEASE DATE: NOVEMBER

STRANGLEHOLD will be a blistering bullet-fest with acrobatic shootouts, destructible environments and Hollywood-style presentation.

Give a guy a gun, he thinks he's Superman. Give him two and he thinks he's God," so goes the famous quip from John Woo's Hong Kong classic Hard Boiled. This is Stranglehold in an eggshell, the spiritual successor to Hard Boiled, developed in collaboration with Woo himself and starring Chow Yun-Fat as Tequila, the hot-handed god of cops.

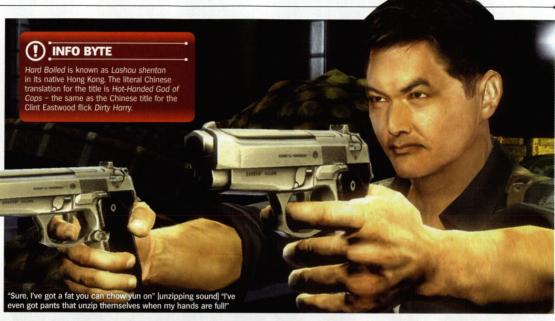
Designed by the team behind the superb Psi-Ops: The Mindgate Conspiracy, Stranglehold ought to be everything that's good about Hong Kong action flicks rolled into a third-person shooter. Out-of-control cop with a penchant for packing two pistols? Check. Liberal use of slow motion? Check Waves and waves of anonymous cannon fodder to dispatch? Check.

Boasting massive destructibility, virtually everything in the game can be blasted into oblivion. Furniture can be destroyed, walls pock-marked with lead and pillars rendered to rubble. In fact, any time you pull the trigger you're pretty much guaranteed to kill, break or smash something.

It's also quite important not to dismiss Stranglehold's slow-motion acrobatics as old hat. John Woo was doing this stuff when Max Payne was just a twitch in his old man's nutsack, so it's inclusion is a matter of course – not fad. A John Woo game without slo-mo would be like a Cheech and Chong movie without weed. Or Chong, Or Cheech. At any rate, Stranglehold makes things simple by making the slo-mo effect, or Tequila Time, automatic. All you need to do is target an enemy, dive and fire away.

You'll rack up style points as you plough your way through Chicago's criminal underworld and once you've earned enough you'll be able to trigger a special move. There'll be several, but the one we saw was a sweeping, 360-degree attack that put a bullet in everyone around you.

Break out the body bags now- you'll be needing plenty. **Luke Reilly**









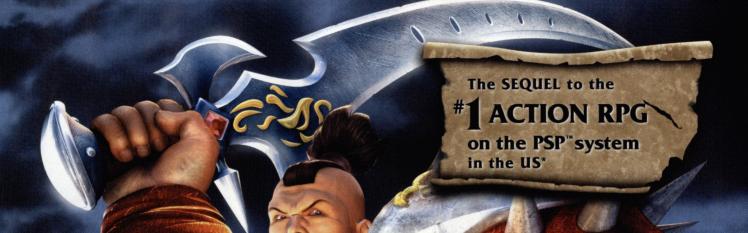




WOO-HOO!

In addition to the singleplayer mode, Stranglehold will feature a number of online multiplayer modes. According to the developer the game will ship with a Deathmatch option at the very least, but other online modes are being hammered out as we speak. Details on how Tequila Time would work in a multiplayer environment are still a little foggy though.

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GENJI 2

How much hack 'n' slash can the PS3 hack? It looks like A LOT!

Action

- PLAYERS: 1
- DISTRIBUTOR: SONY
- **DEVELOPER:** GAME REPUBLIC
- WEB: au.playstation.com LAST SEEN: OPS2 #55
- RELEASE DATE: LATE 2006

GENJI 2 promises battlefields of blood, oceans of destruction, and giant crabs! What more could we wish for?

elieve it or not, there was a time when seeing hundreds of characters on screen at the same time was a cutting-edge novelty for the PS2. Games like Dynasty Warriors took full advantage of this, but over several sequels, the Dynasty Warriors formula didn't really evolve much at all - It became hack-slashrepeat, hack-slash-repeat very quickly. So those of us looking for something more are just starting to get excited about Sony's Genji 2 for the PS3.

The sequel to Genji: Dawn of the

Samurai, Genji 2 is set three years after the original, and once again thrusts you into feudal Japan, where it seems people just refuse to get along with each other. Which is a perfect excuse to open up an origami can of whup ass and go on a slay-fest. Based on history itself, (although we're not sure how many crab robots they actually had in ancient Japan - but we may have nodded off in history class during that bit), anyone who enjoyed either Dynasty Warriors or Onimusha will be eager to get their hands on this one.

It made quite an impression at this year's E3, where the jaw-dropping visuals made everyone's, well... jaws drop.

One of the major features of Genji 2 will be the ability to swap between four different characters during play in real-time, each with their own unique styles and attacks. So if the fighting style of one of

your characters























seems to be as effective as Britney Spears' mothering skills, you can quickly switch to another fighter and finish your enemy off. Judging from what we've seen so far, Genji 2 promises some amazing fighting action. The PS3 will enable some very complicated character animations, and background characters will be actively engaged in their own battles throughout the game, giving you the feeling that you're perhaps part of an interactive movie more than just a game. For veterans of the Dynasty Warriors series, you'll be pleased

to know that the annoying distance-fog that was ever-present in those games will be completely absent in Genji 2. Several different environments will be utilised throughout the game's broad story, and those with an eye for detail will spot neat effects like characters leaving their footprints in the sand at the beach battle. And rest assured that if you take too much time just admiring the scenery, someone will hack and/or slash you to death, of course.

So far the environments look lush

and rich with detail - snow, ice, fire, sand, water - all will be rendered in a way that will make many high-end PCs look sub-standard. It's hard to judge from the screenshots, but Genji 2 promises some truly epic visuals that are very cinematic in style. And if you're worried about your legs getting tired, worry no more - you can look forward to battling evil hordes on horseback, and even some amazing battles at sea. If Game Republic manage the enemy AI well, this should be well worth looking at.

The original Genji suffered criticism for both its relative simplicity and it's short length, concerns that Sony plans to address for the sequel: while the PS2 original could be completed in around ten hours, the PS3 sequel aims to play roughly twice as long (and when we're forking out the money we are for games these days, size does matter.)

So far, Genji 2 is shaping up nicely, and, like Pamela Anderson, seems to have quite epic proportions (without the hepatitis). 🕹 Chris Dzelde

HEAVENLY SWORD

Looking sharper every time we see it



stances to take care of your foes. The Speed Stance splits Nariko's Heavenly Sword into two blades making it even deadlier in one-on-one situations. The Power Stance transforms the sword into a huge powerful piece of metal that can squash enemy defences. Finally the Range Stance can annihilate large groups of enemies that are spread out over the map. You can switch between these three stances on the fly so for instance you could launch into the air and use the Power Stance to deliver a powerful chop in the middle of an

enemy army, then you could switch to your Range Stance and use your chains to sweep a dozen or so enemies off their feet and then switch to your Speed Stance to slice up anyone left standing.

But don't expect the enemies in Heavenly Sword to give up easily. The enemy AI will be always changing its gameplan according to the way you're attacking. If you're constantly using your Speed Stance then your opposition might coordinate group attacks to try and force you into changing your fighting style. Boss battles will be exactly the same. Gone are the days when you memorised a boss' attack patterns, now you'll have to force your enemy to make a mistake before you make a strike that counts.

It may have been pushed back to early 2007 but, regardless of when it comes out, we know we're going to get a heavenly experience with Nariko and her sword & Paul Frew











UNREAL TOURNAMENT 2007

Let the tournament commence!

FPS

- PLAYERS: 1-8 (TBC)
- DISTRIBUTOR: RED ANT
- **DEVELOPER:** EPIC GAMES
- WEB: www.unrealtournament2007.com
- LAST SEEN: OPS2 #55
- RELEASE DATE: FARIY 2007

UNREAL TOURNAMENT 2007 promises to deliver a brutal mix of first-person shooting and vehicle-based combat, combined with mouth watering visuals and a comprehensive online experience.

he Unreal Tournament series might not exactly be a household name with PS2 owners, but the fact of the matter is that it's been a dominant force in the FPS genre on the PC since it debuted in 1999. A big influence on its success has been its relentless emphasis on fast action, innovative vehicles and oversized guns. In short it's always been a breathtaking experience from the first shot fired until the final clip is emptied.

UT2007 sticks closely to the roots of the multiplayer-focussed series by keeping the experience constantly intense with instant re-spawns, easily accessible weapon racks and extremely responsive, not to mention great fun to drive, vehicles. Some of the new rides revealed include the long legged, War of the Worlds-esque Darkwalkers, the zippy little hoverboards and the upgraded and devastatingly powerful five-man Leviathan tank, the latter of which packs a turret that's capable of blasting gaping craters in the terrain to impede the progress of other enemy vehicles. Or blasting gaping craters in the enemies themselves.

UT2007 will pack a whopping 40 maps for players to master, and additional maps and other downloadable extras such as vehicles and weapons are almost a certainty (see 'MOD SQUAD'). One new game mode confirmed is Warfare, which apparently plays like a cross between the Assault and Onslaught modes from UT2004 and is in some ways reminiscent of the old Command & Conquer strategy games in the sense that the more resources you capture on the map, the more weapons and vehicles vou can produce.

If you like your first-person shooters like you like your women - good looking, fast and packing extremely big bazookas - then UT2007 should be like a soothing bath in calamine lotion for your itchy trigger fingers. 🕹 Tristan Ogilvie

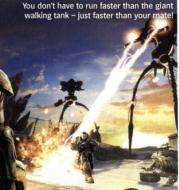








The online service for the PS3 is still being finalised, so developer Epic Games can't be certain as to what it'll be able to provide in terms of downloadable content. But we caught up with a couple of the guys from the development team at E3 2006 and they seemed pretty confident that they're going to be able to provide the same kind of game mods and maps on the PS3 that UT fans have been getting on the PC for years. Cool.





Cool, now transform! Shit, wrong game...

WORDS: LUKE REILLY

THERE ARE FOUR MAJOR INGREDIENTS OF THE NEED FOR SPEED SERIES AS IT EXISTS TODAY. FAST CARS, FURIOUS PURSUITS, ENDLESS UNDER-THE-BONNET TINKERING AND SEXY B-LIST CELEBRITY ENDORSEMENTS HAVE BECOME PART-AND-PARCEL OF THE NEED FOR SPEED EXPERIENCE. BUT FOR NEED FOR SPEED CARBON, EA IS ADDING A FIFTH ELEMENT INTO THE EQUATION.



ust what is this element EA is injecting into its long-running racer? Well, the answer is in the title

Not the substance sandwiched between boron and nitrogen on the periodic table - although your old chemistry teacher just shed a tear of joy if you remembered that. Actually, the Carbon moniker of the next Need for Speed notch on EA's belt refers to Carbon Canyon - one of the new locations you'll be burning rubber through in the latest chapter of the Need for Speed saga.

Canyon racing, a technical and highly dangerous type of illegal street racing, first appeared a few decades ago on mountain passes around Japan With laws against street racing getting tougher by the year, negative publicity from accidents, unwanted Hollywood and videogame attention and severe penalties for those who are caught, street racing junkies around the world have found themselves squeezed out of cities by the fuzz and forced to find new areas to race. Carbon will be a reflection of this. You'll still be able to shred the neon streets of a brand new city to your heart's content but, thanks to a dynamic and adaptive policing system that'll increase patrols in areas you've been racing through, when the cops turn up the heat you'll need split town and make for the surrounding canyons

GET THE DRIFT?

Canyon racing is all about pushing man and machine to the edge - sometimes quite literally. As a result, Carbon looks set to be the most extreme Need for Speed title yet. Coming to PS2, PSP and PS3, Need for Speed Carbon will be one of this year's hottest racers and a musthave Christmas title for anyone with premium unleaded pumping through their veins.are.

Why?

Well, the canyon racing is a good start. There'll be three types of races you'll be able to participate in on the treacherous canyon runs. The Canyon Sprint is fairly self-explanatory - you'll need to speed from point A to point B as quickly as possible without taking a detour off the side of a cliff. Canyon Drift is all about flair – get sideways for as long as possible and look good while doing it. The Canyon Duel, however, is an entirely different style of racing – one you've never seen in the series before. Each duel will consist of two heats. In the first your car will be in the lead position and the second you'll be in the follow position. The goal when in the lead position is to put as much space between you and your opponent as possible, and when you're in the follow position the goal is to stay as close as you can. You'll receive points depending

on how successful you are.

You'll also to able to build up your own race crew, not unlike 2005's Juiced, However, while the race crews in Juiced were disappointing (they were about as useful as tits on a bull) the crews in Carbon will come with a swag of neat tricks up their sleeves. Each crewmember you recruit will come with an out-of-race benefit and an in-race benefit. We still don't know too much about the out-of-race benefits, but suffice to say it appears members will

come with a particular talent for fitting something fancy to your car. In other words, some upgrades won't be available until you uncover the rev-head with an affinity for it. In terms of in-race benefits though, there'll be three roles your posse pals can play - blockers, drafters and scouts. With a simple flick of a button you can spring them into action during a race. If you're leading you can prompt your blocker to get in behind you and make it difficult for your opponents to get near enough to pass. If you're trailing you can trigger your drafter to speed ahead and allow you to use their slipstream to slingshot past them, picking up some extra speed in the process. Finally, if you're looking for an edge over you opponents you can send your scout ahead of you to scope out potential shortcuts and obstacles to make you life a little easier.

Second place is for losers, so if you want to win in Carbon you'll need to make use of these techniques and drive







dirty. This kind of rivalry is actually lifted from reality, as real racers tend to align themselves with crews formed around import tuners, American muscle and European exotics - and they all hate each other (apparently).

Your goal will to be to own the city. You won't be just racing for respect and a wad of cash - you'll also be competing for turf. Different crews will own certain areas of the city. Defeat them on the track and the area will be yours.

Carbon will also feature similar FMV movie sequences to Most Wanted and star French-Canadian super-hottie Emmanuelle Vaugier, Vaugier, number
31 on Maxim magazine's annual Hot
100 list for 2006, stars as Nikki, the exgirlfriend of the hero who has come back

| Vaugier Vaugier vaugier went to an all-girl Catholic school for 10 years. Case closed. | Unfortunately, details of Carbon's online modes are still non-existent

to town to face his mysterious past. The story sounds dodgier than a microwavable burrito, but the sexy Vaugier certainly raises the bar (pun intended). Hotter than Need For Speed Underground 2's Brooke Burke? Vaugier is fluent in French. Hotter than Most Wanted's Josie Maran? Vaugier

but online turf-based racing and the ability to create your online race crews to race against rival clans around the world doesn't seem out of the question. There's also talk of how Carbon may make use of the PS3's tilt controller, but nothing has been nailed down yet.

In the meantime, turn over for an exclusive interview with Need for Speed Carbon producer Scott Nielson for some more juicy details. 4

WANTED

Some of the cars scheduled for *Carbon* haven't even been officially unveiled by the manufacturers yet, so EA is keeping the bulk of the garage under wraps for the time being. At any rate, aside from our own home-grown fire-breathing V8s, here's a peek at a few rides we'd like to see in *Carbon*.

Aston Martin DBS 2007

Appearing in the next Bond film Casino Royale, Aston Martin is expected to build only 300 – so videogames may be your only chance to drive the 6L V12 thoroughbred. The DB9 featured in Most Wanted so don't rule it out.



Chevrolet Corvette C3 Stingray 1969

The optional ZL1 427in' all-aluminium big block V8 in this sucker produces a whopping 680bhp. A '67 Chevrolet Camaro SS appeared in the Special Edition of Most Wanted, so another golden oldie isn't out of the question.



Mitsubishi Lancer Evo IX RS 2006

100km/h in 4.4 seconds? That's fast. All-wheel-drive, rally-bred technology makes the Lancer harder to spin than a fat woman doing the tango. We've spotted this one in the screenshots so the Lancer is a shoe-in.



Shelby Cobra GT500 2007

The Shelby-branded Mustang returns in 2007. The 2007 GT500 uses a 5.4 L modular supercharged V8 packing 500bhp. This one has been popping up in plenty of screenshots too, so expect to burning a stack of rubber in this baby.



Ford Focus XR5 2006

The Australian XR5 is actually a 2005 Focus ST, but it's still wicked. Powered by a turbocharged 2.5 L five-pot capable of 225bhp it's a gnarly little hatch. *Underground 2* was the last time we saw a Focus in the NFS series – it's time it returned EA.



1 8000

Dodge Challenger 2008

Powered by 6.1L Hemi V8 and borrowing plenty of styling cues from the original 1970 model, the Challenger will be flexing plenty of muscle in *Carbon* – it's heavily featured in the images.



Ferrari 599 GTB Fiorano 2006

Ferrari has been absent from NFS since Hot Pursuit 2 in 2002, so the 599 would be the perfect comeback car. The 599 it most-powerful series production Ferrari road car ever. Come on, EA.



Dodge Charger R/T 1968

Featuring in the famous car chase from the film Bullitt, the Dodge Charger is one of the greatest muscle cars ever built. Seriously, what do we need to do to get this one in Carbon?



Lamborghini Gallardo 2007

Not much has changed since this bull debuted in 2004, but we always recognise a Lambo when we see it. Can we expect to see one of these monters in *Carbon?* The screenshots say yes.



Lotus Exige S 2007

At 0-100km/h in 4.1 seconds the supercharged Exige S will be the quickest production Lotus to date. Most Wanted featured an Elise, so an Exige S in Carbon is a distinct possibility.



Koenigsegg

Bugatti Veyron 2006

The most powerful, most

expensive and fastest

street legal car in the

world, the Veyron has a

top speed of 407 km/h.

1001bhp, 16 cylinders, 10

radiators, all-wheel drive

- zero to 100km/h in 2.5

seconds. We hope this is one of EA's 'surprises'.

This Swedish supercar is one of the fastest production cars on the planet. It can go from 0-100 km/h in 3.2 seconds and 100-0km/h in 31 metres. Fingers crossed for this puppy.



UNDER THE HOOD

OPS2: Where did the concept of Carbon come from? Is it the next step in Underground, a combination of Underground and Most Wanted, or it is something completely different? And is it always night?

SN: Need for Speed Carbon is definitely an entirely different game. This is NOT Underground 3 or Most Wanted 2. Carbon is all about Racing on the Edge to Dominate the City. The goal of the game is to build up a crew and challenge rival crews for control of the city and the surrounding canyons. The ultimate goal of Carbon is to acquire as much territory as you can by proving yourself in the canyons. Canyon racing represents the ultimate test of a driver's skill and will. The battle for the city is won in the canyons.

Carbon is set primarily from dusk till dawn. No matter what the setting is, I think Need for Speed has always been able to deliver a really compelling racing experience.

OPS2: The ability to create and manage your own race crews is a new thing – what sort of impact will this have on the game and why are they important?

SN: The crewmembers that you bring into your crew will benefit the player both in and, more importantly, out of the race. You will have a limited number of spots available in your crew and lots of people to choose from. Each crewmember is unique and will offer different advantages to the player if they choose to bring that person into their crew. They can help you in a race if you choose to bring them in and activate them and they will also play a major role outside of a race with regards to visual and performance customisation as well as having influence over the way that you interact with the cops. The meta-game revolves around you and your crew going out and challenging rival crews for control over

territory that they currently own both in the city and out on these crazy canyon courses. The best players will be able to actually dominate all of their rivals and control the entire world map!

OPS2: Car enthusiasts are fiercely loyal to their favourite types of vehicles. Will you be able to pledge allegiance to a car class and stick to it, or will we be encouraged to swap and change?

SN: Players will have the choice to pick an affiliation and stay with that all the way through their career or they will have the ability to mix up their crew by introducing different car classes.

OPS2: These canyon duels sound pretty gnarly – we hear this sort of racing is all about adrenaline, danger and consequences. What are the consequences in Carbon? Is there a

chance we may not even survive?!

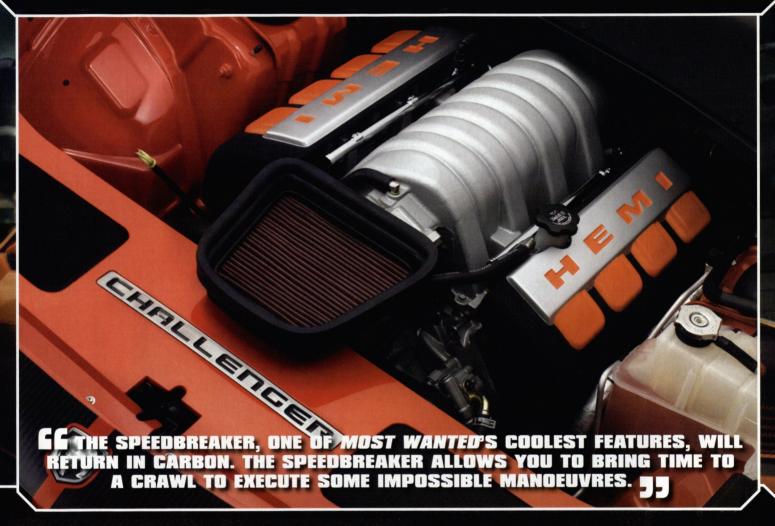
SN: The Canyons represent some of the most dangerous and illicit courses that you can imagine. Picture your car flying down a narrow two-lane road with a steep mountain wall rising up to the heavens on one side of your car and a sheer cliff drop down to the valley below on the other side. We've teamed up with some of the most extreme canyon racers to try and capture this experience and bring it to life in *Carbon*.

This is by far one of the most intense, adrenaline rushes that a person can have in a car. Not only are you trying to defeat your opponent in these races, you're actually just trying to survive. This mode is all about racing on the edge, danger and consequences. Combine the outstanding course designs with the innovative new scoring system and I believe we have created one of the most innovative new racing game modes since drift and drag were introduced to *Need for Speed*



HOMEGROWN HEROES
The age-old rivalry between Holden and Ford is one of history's greatest stoushes - like Ali versus Frazier, or Joe versus the Volcano. For a while it looked like the Need for Speed series would become the perfect place to keep fighting the good fight, but we haven't been able to pit our country's finest against one another, or the world, since Hot Pursuit 2. EA was non-committal when we asked whether our V8s would reappear in Carbon, but keep those fingers crossed!





WE POP THE BONNET ON CARBON AND TALK SHOP WITH NEED FOR SPEED CARBON PRODUCER SCOTT NIELSON.

fans back in the original Underground series.

OPS2: How has the visual customisation and performance modding evolved in Carbon, and what's this 'autosculpt' stuff we've been hearing about?

SN: Visual and performance customisation has always been a foundation of the franchise. Without a doubt, players will be able to customise their rides in Carbon. I can't get into too much detail about it right now, but fans can look forward to experiencing the ultimate evolution in visual customisation in racing games. I think the Need for Speed franchise has once again raised the bar higher than any other game to date!

OPS2: What sort of impact will cops have on the gameplay?

SN: We've really tried to build on the cop experience from Most Wanted. We've tried to provide more context as to why the cops would be present in one area of town over another. Geography heat is the big new feature with the cops in Carbon. The more you race in one area of the city, the higher the heat level becomes increasing the likelihood of a cop pursuit after you complete your race.

OPS2: From what we've seen so far the car stable seems pretty akin to that of Most Wanted, tuners, exotics and a bit of muscle. What else can we expect? Any surprises?

SN: You can expect to see over 50 cars in the game this year and a car list that has expanded on where Most Wanted left off. There is a good distribution of tuner, exotic and muscle cars as well as a few surprises that should get people excited when the car list is officially announced later this winter!

OPS2: Unless we count the Monaro in Vauxhall clothing from Most Wanted, the

last time we saw real Aussie cars in the Need the Speed series was Hot Pursuit 2. We'd love to see the return of the Holden Commodore and Ford Falcon. Any chance they'll reappear in Carbon?

SN: We'll just have to see once that car list is

OPS2: We hear Carbon is going to boast a hefty online component - any hints you're willing to drop yet?
SN: Unfortunately I can't comment in detail

about our online plans for Need for Speed Carbon right now.

OPS2: What other sorts of things have you found you're able to do on PS3 that just weren't technically possible on PS2?

SN: It is very early on in the development cycle right now so I can't speak on this too much but I'm certain that we'll uncover some nice ways to use the system's hardware.

OPS2: The racing game market is extremely competitive. Is it hard to keep delivering unique content or are there always new ideas just waiting to be

SN: We're always looking to be on the cutting edge of street racing culture and put a lot of time and effort into our research to try and identify new and compelling game modes that take their inspiration from what is happening

OPS2: With the dawn of the nextgeneration of gaming upon us and *Carbon* on the horizon, what else do you think the future of racing games has to offer us?

SN: I think that moving forward there are a number of exciting prospects on the horizon for racing. I think that more immersive experiences, deeper physics and unbelievable customisation are some of the exciting things we can look forward to.



Words: Narayan Pattison It's been nearly two years since Rockstar showed us the future of videogames with CTA Can Andrew 18 Phones 18 P

It's been nearly two years since Rockstar showed us the future of videogames with GTA: San Andreas. Grand Theft Auto IV may still be more than a year from release but this image of the game was recently leaked. Is it real? Is it a fake? No one's sure at this point but one thing we know for sure is that we're ridiculously excited about the prospect of the next Grand Theft Auto. So follow us over the next few pages as we dissect this leaked image and breakdown all of the features we expect and hope to see in GTAIV.

third pimension

No it's not a bowl of chocolate fudge. It's a 3D version of the classic GTA map. The white circle is your character's position on the map and the pink bit is your destination. To be brutally honest though, If you need to use a map to show you how to get the white stuff in the pink bit then we're really worried about you. The main advantage of a 3D map in GTAIV would be that it's much easier to show destinations on higher levels of buildings. This makes sense since we'd expect to be able to fully explore many more building interiors than was possible in San Andreas. In fact, we wouldn't really be too disappointed if the GTAIV map wasn't any bigger than San Andreas, just much, much more interactive and explorable.

Femme Fatale

For a company that enjoys pushing the envelope as much as Rockstar does, a female lead does make sense as the logical progression for GTA. Female gaming heroes other than Lara Croft have all been very forgettable onedimensional efforts. A tough yet believable female star would be something new, and everyone's favourite tough chick, Michelle Rodriguez, is looking for work after being fired from Lost Ever wondered where the phrase "pushing the envelope" came from? Wonder no more because we actually coined it a couple of years ago during a drunken dare. Naz put an envelope on the table with the key to Paul's sister's apartment in it and dared Luke to have a crack. Luke said he was crazy, but not that crazy and pushed the envelope back. True story.

that's gotta hurt

The weapon she's carrying may look like a mace but the chain linking the handle to the spiky ball actually makes it a morning star. We could go on about medieval weaponry for hours (don't even get us started about pommels and scabbards) but if the morning star's any indication of the sort of melee weapons we can expect in GTAIV then we're in for a lot of fun. Thanks to the comprehensive range of firearms already catered for in San Andreas the melee category is easily the most untapped area begging for new additions. We want everything from crazy ninja weapons like nunchakus to regular household items like screwdrivers and frying pans.



FeeLing YeLLow?

The screen shows a third status bar sitting under the traditional health and body armour bars. Exactly what this yellow bar relates to is hard to guess at but we'll take a crack at it. Being the same colour as the police stars means it could potentially be linked to the police awareness but be some sort of new notoriety system. In previous GTAs you're either wanted or you're not. When the cops are chasing you it doesn't matter how many times you've changed cars or outfits, they'll still pursue you and recognise you instantly. This yellow bar could indicate your personal level of notoriety, so that changing clothes and cars or hiding could allow you to slip away undetected despite there being a six star police presence.

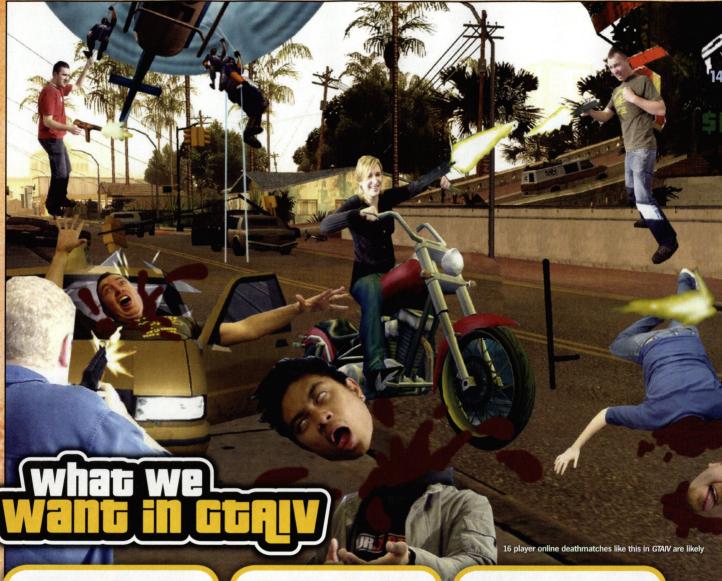
ooggie style

Except for a few fish in San Andreas' ocean, animals have been noticeably absent from all previous GTA games. If Rockstar does introduce animals into GTAIV then you can bet that rather than just hanging about pointlessly in the background, they'll be used to full comic effect. As we can see in this picture, Fido is relieving himself against the wall. Expect to see senile grannies having insane conversations with their pampered pooches as they walk them around the block or hear other pedestrians complaining about how they just trod in a giant dog crap while wearing their best shoes. Animals could also have cool gameplay implications as we discuss later in this feature.

POLICE Stars

GTA's famous wanted level can be seen here in the police stars. Whether or not the image is a well-crafted hoax or a legitimate screen that Rockstar simply wishes to deny is unclear but the biggest argument for it being a fake can be found in the police stars. A three star wanted level is normally associated with a very serious police presence. The lack of a single policeman or police vehicle on the screen doesn't seem to fit with a three star rating. This could, of course, be explained by a bug in the early game code (or our guess at the new notoriety system) but there's no denying it does seem like a mistake and lends weight to the image being faked.







ηaz

Superhero side missions! Driving trucks, robbing houses and being a pimp were all fairly entertaining side missions in *San Andreas* but what if you could be a superhero on the side? Run into an empty phone box, click R3 and your character would transform into SuperDude. You could be the boy scout and take to the skies to save crashing passenger jets, foil bank robberies or swoop down and grab granny before she gets nailed by the drunk driver. You could also just be a prick and play tenpin bowling with cars in traffic and perve on chicks with your x-ray vision. Either way, it's all good.



tristan

Spawning cars, choppers and tanks with cheat codes? Been there, done that. Seriously, if you had the power to conjure whatever you wanted out of thin air, would you choose a hulking piece of metal? Hell, no! You'd summon up some totally hot chicks out of totally hot air and surround yourself with more mouthwatering melons than a grocery store in the summer time. Stunners in swimmers, honeys in hot pants and babes in the buff; you'd never kill a person in the game again – you'd be too bloody exhausted! And wouldn't that make the GTA world a better place?



MK6

San Andreas let you stock up on burgers and fried chicken, but you couldn't pop into the nearest bar and sink a few ales. Could be a good laugh. We suppose it'd be frustrating to try and complete your objectives when you're seeing two of everything though. Worse still, what if you could get your character SO drunk he begins to ignore your commands and starts singing Bon Jovi songs before taking his pants off, turkey slapping a waitress and passing out in the gutter smeared in his own vomit? Hmmm... maybe this isn't really a good idea.





massively multiplayer online deathmatching

We expect deathmatching in GTAIV to take advantage of all of San Andreas' features as a minimum, then add a whole wealth of GTAIVs unique gameplay additions on top. Imagine being able to take down one of your mates by shooting out the window of a SUV, then speed off down the street. He respawns, kicks some poor sucker off a passing motorcycle and chases after you. After a few blocks he catches up. A quick handbrake turn allows you to give him the slip and gun it over a ramp into the airport. You bail out of the car as it passes a jet, hop in and hit the skies before your mate has had a chance to catch you. You fly over the city and see his car hundreds of metres below. A second later you're sky-diving down towards him. You pull the rip-cord on your parachute as the street rushes into focus. Pulling out your Uzi you unload a full clip into his bike and manage to tag the gas tank. You casually touch-down on the street, with your parachute billowing out behind you as your mate's character BBQs on the flaming remains of his bike. Game over, bitch! The scenario we've just described is only between two players, using features from San Andreas. GTAIVs multiplayer mode will likely allow at least 16 players to mix it up with all sorts of new weapons and vehicles that we don't even know about. Only 433 sleeps until we're playing it.



Paul

Any woman will tell you that it's hard to find a decent guy in this crazy city. And if you do find a decent guy, good luck getting him to pay any attention to you outside of the bedroom – right sisters? At least in GTA, all the guys are just the way I like 'em: tough, chiseled and well-equipped. I just hope GTAIV has guys as dreamy as CJ. Oh, and if they could also make a hands-free option this time that'd be heaven. [Paul, I can't believe you wrote that. We really need to get you some serious help – Ed].



Dave

Space. The final frontier. It's the only frontier that hasn't been tapped by the GTA series. Just think of it. Rolling with your homies in your 64 Impala to a NASA base. Crashing through the gate, guns a' blazing. Taking out a dozen or so military goons on your way to the jack the ultimate ride. The Space Shuttle. T-minus and counting and boom, you're in space. Slip into your new clothes, an astronaut's space suit, pop the hatch and you're floating in space. Now call me crazy, but the thought of equipping a rocket launcher or nuke, while space walking, to take out your enemies, tickles my funny bone.

ALL in one

We've already had a sampling of different genres being packed into GTA's world. San Andreas allowed you to play proper games of pool at the pub, shoot hoops at the basketball court and play retro videogames in arcade cabinets, but imagine if GTAIV allowed you to indulge in all manner of fully functional sports and racing sims across the GTA landscape.



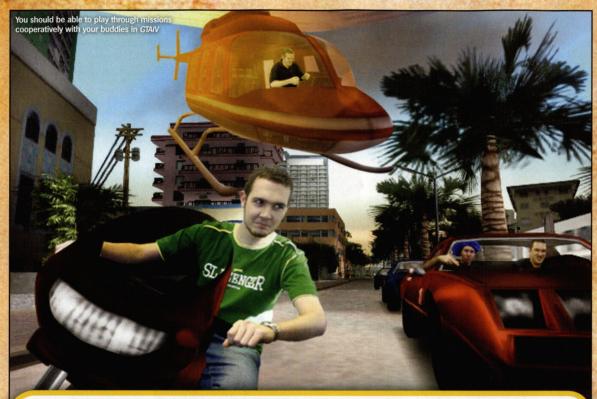
What if you could take a break from the main missions and head down to the local tennis court for a game of tennis that is every bit as detailed as a proper sports title? You could play through entire tournaments, travelling from city to city across GTAIV's landscape. Prize money that you win in the tennis tournaments could then be used to buy cars and assets for use in the GTA world.

This may sound like the sort of faninspired musings that would simply cost Rockstar far too much time and effort to ever bother with but all you need to do is look at Rockstar's parent company, Take 2, to see how possible it really is. As well as Rockstar's games, Take 2 also owns the rights to its 2K sports titles. By tapping into these already existing sports titles it wouldn't take too much programming effort to bolt these pre-existing sports titles into GTA's framework, especially if Take 2 used Rockstar's RAGE engine to create its entire library of titles.

Of course, we wouldn't expect Take 2 to go to all of this effort for nothing. These sports packs could be downloaded into GTAIV online for say \$20 each or purchased on disc over the counter for \$40. This way you might have GTAIV plus the optional tennis and basketball packs, while your mate has the tennis, rally racing and soccer sports packs.







COOPERATIVE ONLINE GANGS

Being able to play deathmatches across a GTA city would be pretty incredible but what would be even better would be if you could play through GTAIVs main missions with a gang made up of your own mates. Instead of walking up to AI controlled characters and recruiting them to help you out on a mission you'd be recruiting real people wandering around your gang's territory.

Imagine setting off for missions in multiple vehicles. You could have a bunch of players in the main car, with a few escort bikes following and even some air support from more of your buddies in choppers and planes. If your mission was to kill a driver in a speeding vehicle you could have the chopper scattering the road with chaingun fire. At the same time the bikes would be trailing the vehicle, pumping Uzi fire into it. While the vehicle is being shot from all angles your driver in the car could try to ram it off the road while all of the passengers shot out of the windows. That poor sucker's car would be a rolling fireball in less than a block.

Obviously traditional single-player missions would be too easy if you could suddenly take 10 of your mates along on missions that are normally completed by just one player, but there's no reason why the missions couldn't be built to accommodate more players. If you're playing through a mission by yourself then the game would only have 20 enemies waiting for you at the destination but if you're playing with 10 buddies then you could expect to face an army of 200 enemies.







COUNTER-OPERATIVE ONLINE PLAY

If we can play through GTAIV cooperatively then why not let us play it... counter... operatively? (Cue Dr. Evil-style maniacal laughter,) Counter-operative gameplay sees you playing through a game's normal missions, but with the added ability of having your mates being able to jump into those same missions as your enemies. Adding counter-op into GTAIV would be a genius move on Rockstar's part. It would push the replay value of missions off the chart. Even if you'd played through a mission 10 times before, it would be completely different every time you played it with friends as enemy characters. Let's face it. Al characters are as predictable and stupid as they come. If the GTA mission you're on is a rescue mission then you know the enemies are just going to brainlessly shoot at you, then maybe chase you in vehicles. If you were doing the same mission with your friends as enemies, they might lay a trap for you by putting a remote charge on the door to the room the hostage is in. Or they might grab the hostage and jump in a chopper, forcing you to engage in a dangerous mid-air chase.



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'Transformers was great...Beast Wars was better! This show was able to do what few other spin offs are capable of: improve on the original.

























vehicle-to-vehicle thefts

You might remember there was one mission in *San Andreas* where CJ had to help Caesar steal a tanker truck by doubling him on a motorbike, then keeping the bike level with the moving tanker so that Caesar could jump onto the truck's cab and throw the driver out. Ever since we played that mission we've been hoping the next *GTA* game would let you jump from vehicle-to-vehicle mid car-chase for some spectacular car-jackings.

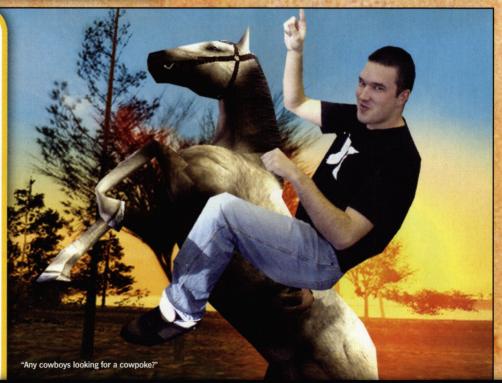
Clearly we weren't the only ones with that idea because Sony implemented the feature to great effect in 2005's *Pursuit Force*. The soon to be released *Just Cause* even goes a few steps further. As well as being able to jump from vehicle-to-vehicle you can use a Batman-style grappling hook gun to snag passing vehicles, then quickly pull your parachute cord to avoid becoming a 1km smear of man gravy on the road. Then, when you're parasailing behind the car, bike, boat or helicopter you can reel yourself down to the vehicle, kick the driver out and take the wheel.

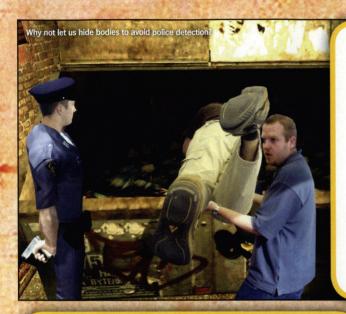
Basically we want GTAIV to have vehicle-to-vehicle car-jackings. And we want the grappling hook, parasailing-jackings. And we want girl-to-girl turkey slap-jackings. What? Too much?



unceash the beasts

Leaving aside Paul's disturbing cowboy fetish for a minute, having animals in GTAIV definitely couldn't hurt. As well as adding more realism to the GTA world there's a few good gameplay additions that they could introduce. Using horses as transport would be an amusing but kind of fruity way to get around the countryside. But it's animals as lethal pets that we reckon has the most potential. Some missions might require you to try and sneak past roaming guard dogs on your way into mansions. Still other mansions might have coked-out druglords who amuse themselves by feeding their enemies to starving tigers on chains. If you didn't feel like having a shootout with the druglord you could always complete the mission by shooting the chains and giving the tigers a coke-flavoured snack.





Hitman

As well as being one of the best games released this year, *Hitman: Blood Money* is packed with all sorts of features we'd love to see in *GTAIV*. Being able to choose whether you wanted to knock people out with lethal or non-lethal force, then being able to disguise yourself in their clothes would add plenty of great new twists on the classic *GTA* gameplay. Changing clothes could not only help you sneak into buildings with tight security but it could also be used to lower your current wanted level with the police.

The choice between killing or simply rendering people unconscious could also affect gameplay. Players who choose to kill lots of people would find themselves encountering increasingly tough police manhunts for the killer, as well as increasingly fearful and violent residents. Hiding or disposing of bodies could add another twist because if the bodies are not found then the police and citizens would react a lot less strongly to the disappearances.

We know we're just being greedy now but we'd also like to be able to interact with a lot more handy items in the various environments. Being able to pick up and use knives from kitchens, nailguns from construction sites and even garden shears from the garage would all add a lot of humour and variety to your rampages in the next GTA.

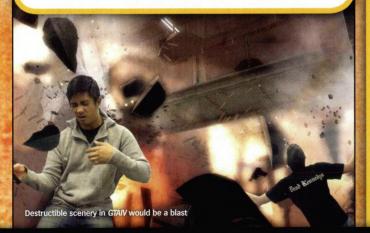
Destructible everything

Ever since *Red Faction* first introduced its patented Geo-Mod engine (which allowed you to blast huge holes through the game's rock and concrete surfaces) many games have toyed with the idea of destructible environments, Criterion's *Black* being the most recent example. While there was a hell of a lot of scenery you could blow up in *Black*, most of it was disappointingly cosmetic damage.

LucasArts is currently working on its Digital Molecular Matter (DMM) engine to simulate real-world breakable physics for every object and structure in its *Indiana Jones* game. It's exactly this sort of technology that we'd like to see in *GTAIV*. With technology like DDM we could go from the destructible cars and fences in *San Andreas* to a completely destructible world in *GTAIV*.

If you decided there were too many goons guarding the front doors you could sneak around the back, place a remote charge on the wall and make a surprise entrance. Maybe the next target you're trying to take out lives at the bottom of a big hill and you don't feel like getting your hands dirty, so you steal a truck, floor it going down the hill, then ball out at the last second and watch it bring down the house, literally.

As fun as this destructible world would be, we realise it would bring up a few potential potholes for the story missions. What if you'd already blown up the building that a scripted mission was due to take place in? Rockstar wouldn't want a mission that it spent months creating end up as you shooting at a handful of goons that are now standing on the rubble of their old mansion, but this could be worked around. If the mansion had been previously destroyed there's no reason why you couldn't use the same building, mission structure and cut-scenes as originally planned, just with the added window dressing of plenty of scaffolding and tradesmen in the background to explain that the building had just been rebuilt.



Al that adapts

Al. As well as being a crap Spielberg movie, it's also the software that attempts to make NPCs (non-playable characters) act believably. Games are looking more and more realistic but in terms of matching human behaviour, AI still has long way to go, so this is an area we expect to see huge advances on PS3. In San Andreas NPCs only react to your current actions. If you attack they will either run away or fight back. There were a few minor exceptions but essentially that was as far as NPC AI went. Obviously we'd like NPCs be less predictable and have a greater range of reactions, but where the really interesting potential lies is in NPCs that can remember how you've acted in the past and change their behaviour accordingly. What would be even more impressive is if NPCs started coordinating together in response to your actions. Let's say you started specifically knocking off grannies around the city. You'd see "Granny Killer Strikes Again!" headlines on newspapers blowing past in the wind. Grannies would start carrying cans of mace and hiring bodyguards. Maybe the next granny you rolled might be an undercover cop in disguise, hoping to catch you. If GTAIV had adaptive AI like this that truly reacts believably to your actions then the sort of previously pointless antics you get up to when you're not completing missions would actually make a difference. We'd finally see the seamless narrative between 'during-mission' and 'non-mission' gameplay that Rockstar has been striving for since GTAIII. 4







Play-test



So we've finally got to play through Kingdom Hearts II. Okay, we didn't all play through it - we got Patch to play through it and tell us what happened. We have to admit that we're a little disappointed the final mission didn't involve reanimating Walt Disney's cryogenically frozen

corpse. We were even more disappointed when we found out ol' Walt was never actually chucked in the deep-freeze to begin with. It's an urban myth. Go figure

LUKE REILLY REVIEWS EDITOR

REVIEW CHARTER

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Here's what our review scores stand for:

Nigh on revolutionary. A game that could change

the face of gaming forever

A truly astonishing game. If you have a 09/10

PlayStation 2, you need this now

☑B/**1☑** Highly recommended

07/10 Good, solid fare that's well worth a look

25/12 Better than average, and acceptable for hardcore

fans of the genre An average game

05/10 Poor, but still with the odd moment

☑∃//**☑** Extremely disappointing

To be avoided 02/10

01/10 Beer mat

THE OPS2 AWARDS

We don't hand out high scores for nothing, so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes









The Bronze Award is for games that score 8/10. These games are highly recommended and are 100%







KINGDOM HEARTS II

Mickey, Donald and Goofy return in one of the year's most anticipated RPGs!



PIRATES OF THE CARIBBEAN: THE LEGEND OF JACK SPARROW

Not national anthems! Pop rock anthems! Dragonballsier than ever before?

74 STREET FIGHTER ALPHA ANTHOLOGY

A whole lotta ha-do-ken!

Does it sail the seven seas or sink without a trace?



SINGSTAR ANTHEMS

76 SUPER DRAGONBALL Z



76 FIELD COMMANDER

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Plus plenty more PSP reviews!

X ACTION RPG

KINGDOM HEARTS II

Is ol' Walt smiling down benevolently or rolling in his grave?



X BACK STORY

Developed by Square Enix, creators of Final Fantasy and Dragon Quest series, Kingdom Hearts II features Disney's iconic characters alongside those of Final Fantasy. The end result is an all-ages tale with plenty of cameos from Square fan favourites.

X LAB TEST

BETTER THAN Kingdom Hearts WORSE THAN

WHAT THEY NAILED THIS TIME

The production values and voice acting are universally superb. Likewise, the camera system and platforming are fixed.

WHAT THEY NEED TO FIX

Unfortunately, the ability to string massive combos together and heal yourself fully from early on has unbalanced the core game.

o all the Square Enix fans out there who've skipped a few pages ahead and balked at the score, let us make this clear - we really wanted to love Kingdom Hearts II. There is a lot to love. We love the characters, we love the presentation, we love the beautifully composed score - but we don't love

Despite the original Kingdom Hearts' frustrating jumping mechanics, flawed camera and shoddy Gummishooter interludes, the game still managed to win us (and a legion of fans) over. It was an unusual marriage of Final Fantasy and Disney, with a real-time combat system and gorgeous production values.

Kingdom Hearts II brings more of the same, and even addresses a host of issues, including the aforementioned ones. But somehow, in tweaking and adding and adjusting the core of the game, much of the challenge, strategy and fun has been siphoned off. That leaves players, particularly enduring fans of the series, with an improvement over the original that somehow fails to satisfy in the same way the first title did.

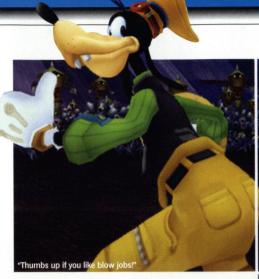
GUMMI ASTROPHYSICS

Curiously, Kingdom Hearts II is actually the third title in the series, following on from the 2004 Game Boy Advance title, Chain of Memories. So, really, this is the third chapter - but the second for the PS2. Things kick off in the idyllic, perpetually late afternoon setting of Twilight Town. Roxas, a loveable rascal enjoying summer vacation with his three chums, is plagued by visions of people he doesn't recognise - namely, Sora, Riku and Kairi from KH.

Roxas sets out to uncover the meaning behind his visions. During what serves as a prologue to the bulk of the game, you learn that Sora and Roxas are connected, and without spoiling the plot, you'll set out again in search for Mickey, Riku and Kairi.

Through a series of flashbacks to the first Kingdom Hearts, you'll be reacquainted with the events leading up to the present point. There's a lot of information being thrown about concerning









Heartless, Organization XIII and major events that have relevance in this game. It can be daunting to keep track of, even for fans well-versed in the mythology.

Thankfully, Square Enix has wisely included an indepth reference guide built into the game in the form of Jiminy Cricket's journal. This index not only keeps track of things like your progression through the storyline and your next objective, but also includes backgrounds on every character you encounter in the game and how they are tied to the plot.

As the story progresses, you'll pay visit to well over a dozen authentically modelled Disney locales that, like in the first game, are divided up into worlds. Traversing from world to world is done via Gummi Ships (see 'SHIP OFF THE OLD GUMMI BLOCK'), maintained by Chip and Dale - a couple of chipmunks that must apparently have backgrounds in Gummi-astrophysics and high-level Gummi-engineering.

Back in the original Kingdom Hearts, Chip and Dale introduced Sora to travel via Gummi. While apparently not NASA approved, Gummi, the gelatinous sweet substance that Gummi Bears are comprised of, makes a killer building block. These Gummi Ships were used in very rudimentary on-rails shooter levels that played like the handicapped cousin of Starfox, minus the speed and fun. The idea was that you could upgrade your ship with hot new Gummi weapons and engine doodads that sped up your flight and took out the enemy in the process.

Sadly, the entire mode was fairly pointless and more importantly, crap.

But Gummi ships are back with a vengeance. Someone fixed this mode and turned it into a fairly entertaining distraction, inspired heavily by the cult classic shooter Rez (minus the music). Again, it still doesn't have very much to do with the rest of the game, but this time around the





SHIP OFF THE OLD GUMMI BLOCK

Your Gummi Ship now has the ability to lock onto up to four enemy craft at once, adding a much-needed dollop of strategy to the on-rails nature. Destroying specific enemies yields important upgrades that allow you to redesign your craft and

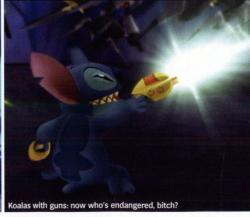
power up your weapons and engine. You can also create mini Gummi ships that fly independently alongside your craft, adding a little extra muscle to dogfights. Completing a course unlocks challenge modes for that

course, too. It's a little extra incentive to keep you coming back

The craft design studio is practically a fully-fledged CAD-style program in itself. There are literally dozens and dozens of pages of instructions built into this mode, covering every aspect of vehicle creation - from tweaking and reshaping Gummi blocks to assembly and 'blueprint' modes.









Play-test

A SIDE ORDER OF QUESTS

Side quests, a staple component of RPGs, were featured throughout the original Kingdom Hearts. In this Iteration, things are conspicuously quiet. Apart from some unavoidable plot-essential items you need to source, there

is very little in the way of extracurricular questing to be done.

Instead, levels are now littered with treasure chests; many are painfully obvious, but some require a little elbow grease to reach. Square Enix, the menu lover that it is, keeps tabs on how many you've collected to make things a little easier. Moogles, the bobble-headed white teddy

bears from Final Fantasy are scattered throughout the worlds. They offer basic shopping facilities, providing you with (fairly unnecessary) potions, tents and ethers and all the weapons and armour appropriate to your level. However, their real value is in their ability to synthesise weapons and items from raw materials.

Periodically, enemies will drop various crystals, ores and stones that can be refined and synthesised at any moogle station. Gathering a collection is easy enough – just hack and slash. For every 'set' you complete, you'll be rewarded with some token potion or equipment. By the end of the game, you'll by synthing with the best of 'em.

mode feels less tacked on and, wait for it, it's actually good fun too.

KINGDOM OF BROKEN HEARTS

With the exception of a handful of new worlds, you're going to be venturing into fairly familiar territory. Many of the worlds from the first game are back, including Halloween Town, Olympus Coliseum [see 'HYDRA FIGHT IN OLYMPUS'] and Atlantica. The series maintains the same 'defeat a boss, open a new world' path progression. And it is at this point where the core gameplay mechanics begin to crumble slightly.

See, in the original, one of the strongest elements of the game was the solid real-time attacking that integrated magic use, summoning and issuing orders to your teammates. Apart from teammate orders (which have sadly gone bye-bye; replaced by some slightly dopey Al), on the surface things remain pretty similar.

However, once you've progressed through the first five or six hours, something becomes very noticeable. Regardless of your chosen affiliation with magic, strength or defence, Sora's keyblade attacks make using offensive magic almost pointless.

After a few level-ups, Sora can begin to use his accrued ability points to unlock some devastating combos that are not only very powerful but are also easily executed by

rapidly tapping (x).

While spells and items can be assigned to and brought up on a quick-select menu by tapping ♠, there is virtually no enemy in the game that cannot be defeated by bashing away at ♠ in quick succession.

Basically, as you level up and gain new keyblades, you can string together combos that will juggle your opponent in the air for more than nine hits. Activating magic becomes a longer, less powerful alternative and one that unfortunately makes all but the most powerful spells pointless. When you consider that your Al buddies, Donald and Goofy, are also equipped with magic, you can leave them to fool about with spells while you dive in for direct hits. Apart from healing yourself (which you'll rarely need to do, thanks to a generous amount of health drops from enemies) magic becomes pointless. And in a Square Enix RPG, that's tantamount to blasphemy.

Reaction commands, new to the series, are contextsensitive actions performed during battles with a tap of . When partnered with Disney characters, you can activate Final Fantasy-style limit moves that do massive damage. Triggering a reaction further nullifies the importance of extra magic.

Then there's the new 'drive' option – transforming Sora into either a dual keyblade wielding flend or imbuing him with the abilities of one or both of his Al buddies.













TOP FIVE HOT DISNEY CHICKS



Snow White – Snow White and the Seven Dwarves

Jet black hair, rosy red lips, and her mates are all beer swilling jewel miners. She's set for life. Nice one.



Alice – Alice in Wonderland

Star of a drug-inspired Lewis Carroll classic, Alice is every bit as hot as she is blonde. So, very hot.



Belle – Beauty and the Beast

A simple, small town kinda girl, but she's got some knockout eyes and, judging by the Beast, extremely low standards.



Jasmine - Aladdin

Smokin' hot and wealthy, we'd all like to spend a few 'Arabian nights' with her. Yeah, we've sure got a 'lamp' she can 'rub'. What, too much?



Ariel - The Little Mermaid

Red hair, seashell boobguards and, eventually, a pair of long legs. She's got it all – just don't take her out for seafood.





Play-test

HYDRA FIGHT IN OLYMPUS



A photo of your mother-in-law? Wrong, it's actually a giant Hydra. Typically, Hercules has wussed out and left Sora to clean up the mess.



"Get on top and give it a serious pounding!" says the short and hairy centaur bloke from the sidelines. Wait a minute, that sounds like a job for Paul! No, just kidding [Paul is definitely a catcher].



Okay, now you've gone and pissed a sista offl Use the reaction trigger to ride Pegasus and take out the heads, one by one.



Nice one, slick. It's dead now. Big mama Hydra is gonna get a letter from the state informing her of her loss. There will be tears in the Hydra house tonight.

giving him added power. Existing in the drive state depletes your magic bar completely, but that doesn't matter, since magic is nearly useless – particularly in light of reaction and drive commands.

Summons make a return, but this time around there are only four to unlock – but again due to the arguably more powerful drive and reaction commands, it is questionable if they're particularly relevant anymore.

For those who want to mix things up for the sake of steering away from the cheap hack 'n' slash, it can definitely be cool to unleash a summon. Summons act as independent characters, with their own attacks and magic – Genie, the sole summon to make a reappearance from the original, even has his own limit attacks and drive forms.

Ultimately, while trying its best to diversify your options for attack, *Kingdom Hearts II* makes it way too easy to ignore the magical frivolities in favour of one little button.

DUCK LIPS

Where Kingdom Hearts II really excels is in the eye-candy department. Square Enix has arguably some of the most talented designers and CG artists in the gaming industry on its staff. Couple this mass of talent with the iconic creations of Disney Studios and what you get is a visceral delight that is hard not to love.

The game really captures the feel of each Disney world – from the icy mountain villages of *Mulan* to the gritty realism of *Pirates of the Caribbean. Pirates* in particular is very impressive. Taking place in Port Royal and a few dotted islands, the level of detail is akin to *Final Fantasy X*. Sora and his cartoon posse are strikingly colourful against the muted tones of the real world.

In fact, Keira Knightley actually looks a little hotter in digital form (Square Enix has downplayed her tragic duck lips nicely). Each character is lovingly rendered with incredible precision, and wonderfully animated.

Worlds are certainly linear and are usually not larger than a few footy-oval sized areas. Of course, there is a lot of to-ing and fro-ing to disguise the size, and worlds like Winnie the Pooh's Hundred Acre Wood [That's one big wood – Ed.] are divided into multiple sub-areas.

As Sora enters new worlds, his style will sometimes shift to suit his environs. In the *Tron* level (yes, *Tron*), Sora, Goofy and Donald don the neon crash helmets and body armour of the *Tron* techno-universe. Sora's footfalls resonate with cool digital ambience and the whole effect is impressive to say the least.

Probably the most striking however is the 1920's-era world, inspired by one of Mickey Mouse's earliest known appearances. Sora is reanimated with vintage duds, while Donald and Goofy revert back to their earliest known incarnations. The icing on the cake is that the whole level is displayed in black and white, while the horizon curves

gently, as if the planet was much smaller, ala the cartoons of vestervear.

It's this sort of attention to detail that really astounds, because, after you've played through the game for thirty-or-so hours of mostly repetitive gameplay, you'll wonder why more attention wasn't paid to making sure the bulk of the game was more interesting to play.

VIDEO KILLED THE GAME STAR

Love it or hate it, you will be watching a lot of in-game cut-scenes. In fact, there are some all-too-common occasions where you'll take approximately five steps, trigger a cut-scene, take another five steps, trigger a massive cut-scene, before finally walking the full length of a corridor just to trigger five minutes of footage leading straight into a boss battle. As well done as the presentation is, it all gets very tedious very quickly. And although you can skip them, we'd much rather run through a door ourselves than watch our

character take his sweet time.

It's hard to fully support a game that places much more emphasis on the 'video' part of 'videogame'. The same sort of criticism has been levelled at the last four instalments of the *Final Fantasy* series too – gameplay has been taking a backseat to storytelling and production values. But with *Kingdom Hearts II*, it becomes more noticeable due to the lack of skill and strategy involved.

Whether this sort of oversimplification was intentional or not is open to debate, but the result is a totally enjoyable story with a lavish set, great actors and a hell of a lot of padding to wade through between scenes. Regardless, if you loved the original then this is ultimately still a magical *Kingdom* indeed. **A. Patrick Kolan**

★ OFFICIAL VERDICT GRAPHICS ② Square Enix + Disney = chuck out your viagra SOUND ② A great soundtrack and effects

GAMEPLAY 27 A little unbalanced, but still mostly fun

LIFESPAN 77 Thirty hours – 75% of which is a cut-scene

Moments of brilliance but a bit too much filler. If you're a fan of KH or Disney, step right up. For core RPG fans, this ain't your fix.







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GRABACOPY!

Play-test

Johnny Depp is the only star from the films who lends his voice to the game, but all of the characters exhibit the proper likenesses















PIRATES OF THE CARIBBEAN: THE LEGEND OF JACK SPARROW

Worth your hard earned pieces of eight?

DISTRIBUTOR: UBISOFT DEVELOPER: 7 STUDIOS PRICE: \$99.95 PLAYERS: 1-2 OUT: NOW WEB; pirates, bethsoft.com 60HZ MODE: NO WIDESCREEN: NO WIDESCR

BACK STORY

Developer 7 Studios hasn't exactly had a stellar run on the PS2 so far with both the substandard remake of the arcade classic Defender in 2002 and the wholly uninspiring movie tie-in. Fantastic Four in 2005 It currently has an unannounced title in the works, which will apparently be far more 'adult in terms of content.

ooting, pilfering and getting drunk off your chops - who wouldn't want to live the life of a pirate? Aside from the fact that you have to spend so many months at sea aboard a ship full of salty seamen, and the closest thing you've got to a female companion is a girlish cabin boy named 'Jolly Roger'. Hmm, now that you mention it, that doesn't sound so good.

What does sound good, at least in theory, is the prospect of playing through the greatest adventures of Captain Jack Sparrow - the legendary pirate from Disney's Pirates of the Caribbean films - either on your own or with a buddy in a two-player cooperative romp. The Legend of Jack Sparrow promises exactly that; ever wondered if Jack really did sack Nassau Port without firing a shot, or if he actually rode away from a deserted island on the back of a sea turtle? No? Look, just play along, okay? This is the game in which those myths are either proved or dispelled, and you can experience it all firsthand with your first mate.

Depending on the level, you and your pal (or Al-controlled partner, if you're hard up for companionship) will get to take control of Jack Sparrow, Will Turner or Elizabeth Swann (that's right, a digital recreation of Keira Knightley's treasured chest and booty). Each of them has essentially the same attack and block manoeuvres, although they're endowed with unique projectile attacks, for example Will flings daggers while Jack hurls flaming grog bombs.

The levels stick to a fairly simple formula, which is basically hack, slash and repeat,

although there are a handful of minigames thrown in to break up the slightly sluggish pace. You might have to complete a simplistic rhythm game in order to batter down a locked door, or jump behind a cannon and fire cannon balls at boatloads of enemy pirates trying to row ashore.

The environments are satisfyingly varied, and offer a fair amount of interactivity. You can slash at the support struts of a wooden catwalk to send your swarthy pirate foes tumbling to their doom, or hack ropes to drop chandeliers on the larger pirate bosses. You can also upgrade your attacks by collecting the many pieces of eight that litter each level.

But while the game does endow you with a healthy number of moves, you rarely need to use them. The bulk of enemies can be felled with a few hammers of the button, and so all your nifty dodge manoeuvres and swordlocking techniques are rendered unnecessary. The boss fights aren't much better - none of them require any particular strategy to overcome other than either lobbing grog bombs at them or standing beside them and slashing like mad until they're dead. Ho-hum.

The games industry is crying out for a pirate game done well, but this most certainly isn't it. At least the gap in the market for Wild West games has been filled in recent years by two high quality releases, Red Dead Revolver and GUN, meanwhile any PS2 owner looking for some adventures on the high seas has been left wanting. The Legend of Jack Sparrow doesn't quite deserve to walk the plank, but it isn't exactly Spanish gold either. - Tristan Ogilvie

DID YOU KNOW, YO-HO?

- on their earlobes in order to ward off seasickness. and also to act as an insurance policy to pay for
- Pirate grog was actually watered down rum, used to both make the rum last longer on long voyages d also to ensure the water was safe to drink
- No real pirate has ever been known to have "walked the plank". The phrase was most likely popularised by J.M. Barrie, the author of Peter Pan.
- The notorious pirate Blackbeard used to weave hemp and lit matches into his enormous beard in preparation for battle.



X OFFICIAL VERDICT

GRAPHICS ☑ Decent actor likenesses Top quality voice acting GAMEPLAY **Ø5** Monotonous, sloppy controls LIFESPAN A short adventure

An average movie tie-in. The quest for pirate gaming treasure continues.



LAB TEST

BETTER THAN

Fantastic Four

WORSE THAN

LEGO Star Wars

WHAT THEY NAILED THIS TIME Solid combo upgrade system, great voice work

WHAT THEY NEED TO FIX

Repetitive gameplay, sloppy controls, woeful Al

✗ BEAT 'EM UP

STREET FIGHTER ALPHA ANTHOLOGY

PlayStandon & BRONZE AWARD AWARD

Oh my God - it's like, sooooo '80s

DISTRIBUTOR: THO DEVELOPER: CAPCOM PRICE: \$49.95 PLAYERS: 1-2 OUT: NOW WEB: ww2.capcom.com/streetfighter 60HZ MODE: YES WIDESCREEN: NO SURROUND SOUND: NO ONLINE: NO

BACK STORY

Few companies have the proven track record and longevity that Capcom does. Its commitment to gaming is astounding, as are its results. Releasing hit after hit with Resident Evil, Darkstalkers, Mega Man, and numerous combinations of Street Fighter vs. Marvel vs. Capcom, it's not surprising Capcom is the "Don" of the 2D fighting world.

all us nostalgic, but even with all the unbelievable games that cross our desks on a regular basis, there's a part of us that hearkens back to younger days, back in school - or, to be more precise, ligging school, Before home consoles were common the only place to quench that that gaming thirst was to hit the arcade. Pocket full of twenties (yes, back in the good old days games cost a mere 20 cents kiddies), and a couple extra to slap on the glass to ensure no fool would bump you off the machine. Being challenged by some kid you'd never met, matching skills, kicking his arse, and onto the next. It was always the same place. Street Fighter. Capcom's Granddaddy of them all.

Through all it's incamations, at it's core, the Street Fighter series hasn't really changed all that much. Sure, the newer versions have flashier moves, larger combos, but the essence of the game is the same, and that's always been part of its charm. Its kind of the one constant in beat 'em ups. Anyone who's ever played it before will ALWAYS be able to play it. Youngsters, challenge your older brother or Dad – but don't be surprised if they mop the floor with you.

So here we are, chomping at the bit to start flinging fireballs at each other. The Street Fighter Alpha Anthology is comprised of Street Fighter Alpha, Street Fighter Alpha 2 Gold, Street Fighter Alpha 2 and 3, and the sugar coated, cutesy Super Gem Fighter Mini Mix, where you whup ass and collect gems for power ups. With the

exception of *Mini Mix*, which feels tacked on to try and lure a new generation of console warriors into the *Alpha* fray, the core component acts as a timeline. Sure, they don't have the shine and lustre of current gen titles like *Virtua Fighter 4*, nor do the characters' limited moves stand up against the depth of *Soul Calibur III*, but that's not what this anthology is all about It's about faithfully recreating a piece of history, so you and your mates can duke it out just like you did back in the day. We offer just one piece of advice. Get your ass a joystick or two, because as cool as the analogues are nowadays, *Street Fighter* just isn't *Street Fighter* without that licensed behemoth of a joystick.

Each part of the anthology is a perfect port of its arcade counterpart, with a few tweaks. All have a story mode and, of course, versus, with the newly added survival mode to see if you can outplay, outwit and outlast your opponents. The original and both Alpha 2's are a little grainy by today's standards, and slow off the mark. Yet the kitsch value is huge. You'll find yourself grinning from ear to ear as you take out your first victim in versus mode. Solid story modes are fun, but two-player action is where its at. Alpha 3 kicks it up a notch...BAM! You've got a larger roster of fighters to choose from, super combos and simple fluid gameplay. It's as addictive as a dozen Krispy Kreme donuts with none of the calories.

If you're all about old school, you've gotta get this, and the low price point makes it a must have for any collection. **4.** Dave Kozicki

ANIME-TION

Did you ever wonder exactly what the difference was between the Street Fighter and Street Fighter Alpha series? Well, allow us to enlighten you. Alpha denotes a more Japanese anime influence and feel to the character designs and backdrops at the selection screen. It's reminiscent of those late '80's cartoons, like Battle of the Planets, Starblazers or Unzipping Sound. You've got simple, yet dynamic shapes, big bug eyes, speed lines indicating motion, vibrantly coloured backgrounds and those awe inspiring, super duper fighting poses. How can you not love it!



X OFFICIAL VERDICT

GRAPHICS	07	Classic and vibrant
SOUND	07	Retro-riffic!
GAMEPLAY	Ø 8	Awesome
LIFESPAN	Ø 9	Still going strong

Take a stroll down memory lane.



LAB TEST

BETTER THAN
Going to the arcades

WORSE THAN

Capcom Classics

WHAT THEY NAILED THIS TIME

Old school

WHAT THEY NEED TO FIX

Don't mess with the classics



Play-test







It's rain - ing men - -Hal - le - lu - - jah it's rain - ing mer



US glam rockers Scissor Sisters are named after a lesbian

SINGSTAR ANTHEMS

It's raining men? We're gonna need a bigger umbrella...

DISTRIBUTOR: SONY DEVELOPER: SONY PRICE: \$49.95/\$99.95 [MICS] PLAYERS: 1-8 OUT: NOW WEB: www.singstargame.com.au 60HZ MODE: NO WIDESCREEN: NO SURROUND SOUND: NO OUNLINE: NO

hen we think of anthems we tend to think of gems like Midnight Oil's 'Beds are Burning', or the ultimate pub anthem 'Khe Sanh' from Cold Chisel - songs written in the hearts of men throughout the country. Songs that when pumped through the hotel jukebox trigger something deep in our souls and compel us to stand up and sing, schooners splashing in our beer-soaked hands. However, the Brits have a different definition. They mean feisty chick music, like 'I Will Survive' or 'It's Raining Men'. Just so you know.

SingStar Anthems comes with all the modes you've come to expect and a set list of songs women will love. Pre-coke head Whitney Houston sings up a storm with 'I Wanna Dance With Somebody', pre-dead Freddie Mercury belts out the worst song Queen ever wrote with 'Radio Ga-Ga' and Pussycat Dolls shake their groove thangs with 'Don't Cha' (we do wish our girlfriends were hot like you. but at least we know we'll never find them being turkey slapped by Nelly backstage at the MTV music awards).

But there are some major problems. The modes have remained stagnant since Pop and there isn't a single Australian artist featured (Rocks! was over 50% local music). Worse still, this time there are only 20 tracks instead of 30.

We'd hate you to think we're being cynical just because Anthems doesn't cater to our musical tastes, because we're not. It's not the selection we're disappointed in - it's the amount. Pay the same, get less? Fans who have supported this series so heartily deserve better. & Luke Reilly



with its stellar forebears

It's raining men? Man, I just washed my car!









SUPER DRAGONBALL Z

Ain't nuthin' super 'bout it!

DISTRIBUTOR: ATARI DEVELOPER: BANDAI NAMCO DEVELOPER: BANDAI NAMCO PRICE: \$49.95 PLAYERS: 1-2 OUT: NOW WEB: www.dbz-videogames.com GOHZ MODE: NO WIDESCREEN: NO SURROUND SOUND: NO OUT: NOW NO WIDESCREEN: NO WIDESCREEN

he old saying goes, "you can never have too much of a good thing". We can think of many cases where that's the fact, Jack. Applying body make-up at a Victoria's Secret lingerie shoot, any party at the Playboy Mansion, or crashing a buck's night in Vegas with a seemingly unlimited supply of strippers and an open bar all come to mind. Here's where it gets tricky. Dragonball Z, good thing. Arcade style beat 'em ups, also good thing. Super Dragonball Z, two good things combined to make a below average game surpassed by its predecessors.

It feels like every couple of months another Dragonball Z title is released. This franchise is starting to go in the same direction as Dynasty Warriors. It's

all a case of been there, done that, but let's give it a new name and do it all over again anyway - badly. There's nothing new here. In fact, previous incarnations such as the Budokai Tenkaichi series, pulled it off with a lot more flair. This version has done away with the intense air battles as well as the highly destructible environments, instead concentrating on close quarters combat. In doing so, you lose the spirit of the cartoon. That sense of almost god like power is reduced to mere super human. Trust us, it's nowhere near the same.

While Super Dragonball Z may have an impressive cast of characters and many modes of play, it just doesn't quite cut the mustard, and ultimately, will end up leaving you feeling gypped. 🕹 Dave Kozicki

GRAPHICS	Ø6	Trademark DBZ		
OUND	Ø 5	Average and unspectacular		
SAMEPLAY	Ø 6	Easy as pie, but boring and repetitive		
IFESPAN	Ø 5	Unengaging – you've done it all before		
Looks like it's time to go back to the drawing board.				

PSP Play-test









X ACTION STEALTH

TENCHU: TIME OF THE ASSASSINS

Alone in the dark?

DISTRIBUTOR: THO ■ DEVELOPER: FROM SOFTWARE ■ PRICE: \$79.95 ■ PLAYERS: 1-2 (Wi-Fi) ■ OUT: NOW ■ WEB: www.sega.com

ince the very early days of gaming, ninjas have always been held in high regard. In any form of storytelling, from the '80s classic *Shinobi* to films like *Crouching Tiger, Hidden Dragon*, there is a certain aura and mystique about an honourable, blink-and-you'll-miss-him, lone figure stalking the night. Part warrior, part magician, all kick-arse assassin. Now imagine slinking past guards, avoiding their fleeting glances, sauntering up behind them to deliver the coup de gras, with some smug satisfaction. This is a taste of the assassin's life you'll live in *Tenchu*.

At least it should have been. In *Tenchu* you certainly do walk silently in the footsteps of four ninja masters, each with different weapons and fighting styles. You can switch

characters after missions, and each has unique weaponry, whether katana, a pair of sai or your bare knuckles. Each storyline differs, so there is a decent amount of replay ability, as well as over fifty one-off missions to complete after the story mode is in the bag.

Unfortunately the camera is often hard to centre, leading you to lose sight of your enemies. In fact the controls are bad, period. For a game that requires deft precision for sneaking around and killing without being seen, it's a shame the controls are so loose.

Most painful of all is the pitch black darkness that surrounds your character at all times – and there's no Sam Fisher-style night vision to alleviate the problem. Most unfortunate. & Dave Kozicki











X STRATEGY

FIELD COMMANDER

Small soldiers, big battles

DISTRIBUTOR: UBISOFT DEVELOPER: SOE PRICE: \$79.95 PLAYERS: 1-2 OUT: NOW WEB: fieldcommander.station.sony.com

or those of you who have the desire to both command and conquer, then it doesn't get much better than *Field Commander*. From the developer behind the popular RPG series *Untold Legends* comes an exciting turn-based strategy game that excels in almost all areas, particularly in its multiplayer support.

The lengthy 30 mission singleplayer campaign is set in the not-too-distant future, one in which wars are not fought by opposing countries but rather multinationally supported military organisations. These battles are waged over land, sea and air with more than 30 types of units, including ground troops, tanks, submarines and stealth jet fighters.

From your birds-eye view you direct your units around the map, ordering them when to fire, refuel or occupy

enemy bases. It's not just about eradicating the enemy units and capturing their turf, there are also cities and airports that you can either bomb or takeover.

Due to the turn-based nature of the gameplay, Field Commander is a great game to whip out for five minute bursts of fun. It's even better if you can find some human opposition, and the multiplayer couldn't be any better facilitated; you can take turns on the one PSP, play locally via Wi-Fi or battle it out over the internet – you can even play by email if you fancy a particularly drawn out scrap.

Field Commander is a really well made strategy game, and if you're a fan of the genre then you should have no hesitation about heading into war with it. & Tristan Ogilvie



Instantly accessible vet

satisfyingly deep strategic

PSP Play-test

Capcom Classics Collection Remixed comes with a preview trailer of the very awesome Ultimate Ghosts 'n' Goblins!









CAPCOM CLASSICS COLLECTION REMIXED

No, not with turntables and techno beats (idiot)...

DISTRIBUTOR: THO ■ DEVELOPER: CAPCOM ■ PRICE: \$69.95 ■ PLAYERS: 1-4 (WI-Fi) ■ OUT: NOW ■ WEB: www.capcom.com

apcom Classics Collection Remixed is an extremely well presented retro compilation. It supports wireless multiplayer for up to four players (depending on the game), it has fully customisable control layouts and the option to view the screen both horizontally and vertically, it's stuffed with plenty of bonus artwork and music and most importantly it features a healthy 20 accurately recreated arcade games. It's just a shame that so few of them are any good.

Now don't get us wrong. Strider, Final Fight, Captain Commando, Forgotten Worlds, Bionic Commando? All certified classics to be sure. But unfortunately, a lot of the essential titles from the PS2 Capcom Classics Collection such as Ghosts 'n' Goblins, Ghouls 'n' Ghosts, Super Ghouls 'n' Ghosts, 1942 and 1943, Street Fighter II, Gun, Smoke and more are all gone, replaced with several absolute duds such as Quiz & Dragons, Mega Twins, Varth, The Speed Rumbler and Street Fighter (the original). Pity.

Don't even get us started on the diabolically awful Avengers and Last Duel. Classics? Not even close.

But here's the real rub; Capcom will also be releasing Capcom Classics Collection Reloaded late in 2006, and it will feature all of the aforementioned missing classics along with the likes of King of Dragons, Commando and Knights of the Round. So do you spring for a handful of great games and plenty of bad ones now, or wait a couple of months and get around 20 genuine classics for the same price? Surely not the hardest decision, is it? - Tristan











METAL GEAR SOLID: DIGITAL GRAPHIC NOVEL

Snake goes back to his roots

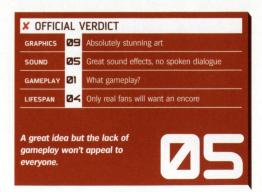
DISTRIBUTOR: ATARI DEVELOPER: KOJIMA PRODUCTIONS PRICE: TBC PLAYERS: 1 OUT: TBC WEB: www.konami.co.jp/mgs

etal Gear Solid on the PlayStation was the game that set the benchmark. It delivered a fantastic action experience that was on par with any Hollywood movie. Since then every developer has tried to deliver the same movie-like experience that the original MGS did. The Digital Graphic Novel revisits this epic story and while it's still got the explosive action of the original, the lack of interaction and other features makes the graphic novel a bit of a dull read.

However, the art is stunning. It constantly changes styles throughout the novel depending on what's happening. The scene where Ocelot and Snake meet for the first time and duke it out is illustrated roughly with a lot of harsh lines, while the scene where Snake meets Meryl is clearer with a lot of detail dedicated to the facial features. It really keeps your eyes glued to the PSP.

As we mentioned, there is little to no interaction in MGS. You can hit @ at any time to get a closer look at the scene you're watching and sometimes on closer inspection you'll discover a memory unit, which is supposed to give you more of an insight into what's happening to Snake mentally during the mission. But looking for every single one of these elements (there are around 100) will likely only interest the hardcore fans.

MGS: DGN is definitely a unique idea, but its lack of interaction means that only the diehard fans will really get their money's worth. The rest of you are better off waiting for MGS: Portable Ops. - Paul Frew









Free2qo

X ACTION

DYNASTY WARRIORS VOL. 2

Dy-nasty or dy-nice?

DISTRIBUTOR: THQ ■ DEVELOPER: KOEI ■ PRICE: \$79.95 ■ PLAYERS: 1-4 (WI-FI) ■ OUT: SEPTEMBER

he *Dynasty Warriors* series has been around long enough that you're probably already aware whether or not its repetitive mix of hacking and slashing through hundreds of slow-witted soldiers coupled with an unbearable camera system is your cup of tea.

New to Vol. 2 is Wi-Fi multiplayer support for up to four players, with four multiplayer game types to choose from. 'Sudden Death' and 'Time Attack' are fairly self explanatory, whereas 'Battle Royal' asks you to knock your adversaries off the top of a building and 'Bombs Away' is a sort of 'hot potato' deathmatch.

Otherwise it's business as usual, which is probably adequate if you're a fan but for the rest of us, there's nothing to see here. **& TO**



Same game, only now you can bore your friends with it







X RHYTHM

GITAROO MAN LIVES!

Death by shredding...

DISTRIBUTOR: THQ ■ DEVELOPER: KOEI ■ PRICE: \$49.95 ■ PLAYERS: 1-2 (Wi-Fi) ■ OUT: SEPTEMBER

itaroo Man Lives! is essentially the original PS2 game, only with the addition of an addictive Wi-Fi multiplayer mode. The main game is essentially built around musical duels, with you as the axe-wielding Gitaroo Man facing off against demons, UFOs and a trumpet-playing bee.

Each duel consists of three phases; the 'charge' phase where you must play some riffs to build up your health, the 'battle' phase where you play riffs to attack and match on-screen button presses to defend, and the 'final' phase where you play a killer solo to, well actually kill your opponent.

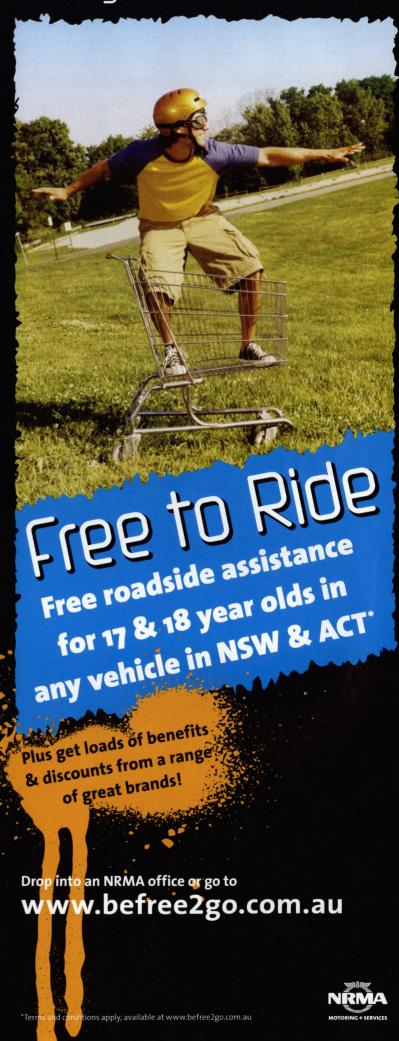
It's just as much fun as the original,

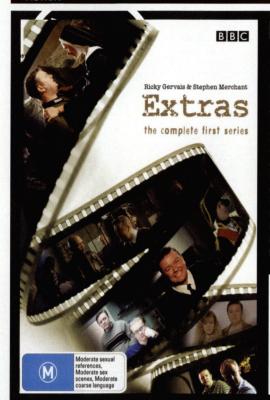
although the stumpier PSP thumbstick feels a bit cramped when you're following the twisting 'music lines'. Still, great musical fun on the go. ♣ TO



button-tapping good







EXTRAS – THE COMPLETE FIRST SERIES

DIRECTOR: Ricky Gervais, Stephen Merchant STARRING: Ricky Gervais, Ashley Jensen RATING: M

FILM: Andy Millman (Gervais) is a 43-year-old film extra trapped in a spiral of underachievement, whose sole goal in life is to land a real acting role. The show also charts his friend Maggie's unsuccessful love-life and his chronically crap agent and parodies a different celebrity each episode. It's particularly hilarious to see Hollywood A-listers hamming it up for the sake of comedy so keep an eye out for a sex-obsessed Kate Winslet, an egomaniacal Ben Stiller (who has memorised the weekend gross of each of his films and maintains that kissing Cameron Diaz in a movie "still counts") and Patrick Stewart (who has written a script about a man who has

God-like powers, but mostly just makes women's clothes fall off).

EXTRAS: A handful of deleted scenes, outtakes, an interesting behind the scenes look and an amusing featurette on Gervais' efforts to contact Leonardo DiCaprio after Jude Law pulled out of the last episode.

VERDICT: Sharply written and well-performed, fans of The Office will find plenty to like about Extras – they both share the same wit and deliberately awkward humour that made The Office a joy to watch. LR



If you want to win one of five copies of Extras - The Complete First Series, just answer this simple question:

Extrus star Ricky Gervais recently wrote an episode of The Simpsons. True or false?

Mark entries as 'Extras giveaway'. See page 15 for entry details.

X HORROR

SLITHER

STARRING: Nathan Fillion, Elizabeth Banks RATING: MA15+



FILM: A horror-comedy with its tongue firmly in cheek, Slither is a gore-tastic creature feature that smacks of the monster movies of yore. When parasitic worms arrive in a

backwoods town via an intergalactic meteorite, the blood starts flowing. It's not going to win any awards for originality (think Night of the Living Dead meets Shivers meets The Blob meets Invasion of the Body Snatchers meets Tremors...) but it's a formula that works and, more importantly, entertains. Ably directed by James Gunn, a Troma Studios veteran, Slither is fun and creepy, and laced with homages from beginning to end that horror buffs will lap up.
★★★★

EXTRAS: Deleted scenes, a gag reel and a whole swag of featurettes.

VERDICT: A slimy, unpretentious Bmovie that successfully recaptures the schlock spirit of the '80s. LR

X THRILLER

WHEN A STRANGER CALLS

STARRING: Camilla Belle



FILM: A babysitter stuck in a remote house begins to receive sinister phone calls from a mysterious stranger. It's a remake of the 1979 flick of the same name but to its credit the 2006 version does an admirable job

"... and then you say something emb "That's genius. I love it. Write that do

baiting the audience with anti-climaxes that build to a satisfying finale. The biggest problem, however, is the way it was advertised before its cinema release. Naturally, being a remake many potential viewers will already know the twist, but cashing in on the original's shocking revelation by using the very line IN THE TRAILER was a clumsy start for what is ultimately a decent, if unsurprising, thriller.

EXTRAS: Two decent commentaries and some behind-the-scenes malarky.

VERDICT: Worth it if you don't know the twist, but otherwise it's like watching The Sixth Sense knowing Willis is dead. LR

NCIS -THE COMPLETE **FIRST SEASON**

Starring: Mark Harmon, Michael Weatherly Rating: MA15+



FILM: On initial inspection NCIS, a show about team of special agents who operate outside the military chain of command and investigate any crime

connected to the Navy or the Marine Corps, appears to be a cocktail of CSI and JAG - just another acronym-laden offshoot of crime-time TV. Essentially it is, but it's thoroughly entertaining. Not only does it equal the techo-gadget wizardry of CSI, it sinks a depth charge into the preposterous JAG's bell-bottoms and buries it at sea. Well written scripts, great editing and engaging characters make it well worth getting into.

EXTRAS: A few token featurettes, but nothing of note.
★★

VERDICT: A great mix of action, comedy and mystery distilled into a fine TV package Stands out in a crowded genre. LR

X ANIME

EUREKA SEVEN – VOL 1

Starring: Johnny Yong Bosch, Stephanie Sheh



FILM: This typically bizarre hit Japanese anime series is the brainchild of mecha designer Shoji Kawamori, Renton Thurston is a 14year-old boy who is

living with his mechanic grandfather when a young girl named Eureka enters his life. That's when things get weird. All of a sudden his lifelong dream of riding with Gekkostate, a bunch a mercenaries led by the battle-hardened Holland, is a reality. The art style is great and the music is also above average, but what sets it apart is the emphasis on character development, not just action. ***

EXTRAS: A handful of interviews with cast members, commentary and textless openings - for those who like their openings... textless.

VERDICT: Original, intriguing and well worth a watch for anime fans. PF

★★★★ BLACKADDER

** BLACK BOOKS

** BELIEVE NOTHING

* ABSOLUTE POWER

BOTTOM

IT'S A LONG WAY TO THE TOP

We're not all born famous - even the A-list stars of Extras had to start somewhere...

Samuel L Jackson Samuel worked as a stand-in for Bill Cosby during the filming of The Cosby Show in 1984 and in 1988's Coming to America he was credited as 'Hold Up Man'. 12 years later, however, he got \$10 million to star in Shaft.



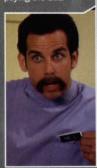
Patrick Stewart Before he was exploring the final frontier he was starring in all kinds of '70s UK telemovies

we've never heard of. It took a while, but eventually he went on to become a god among sweaty 40-year-old virgins.



Ben Stiller

He's one of Hollywood's hottest comedy actors now, but pre-There's Something About Mary he wasn't adverse to a hilarious uncredited turn in Happy Gilmore when Reality Bites stopped paying the bills.



Kate Winslet

Way before she was getting her gear off and letting Leonardo DiCaprio draw her boobs in Titanic, Kate scored her first professional gig at 11 dancing opposite a Honey Monster in a commercial for a kids' cerea



Ross Kemp

The EastEnders star's first credited TV appearance was in 1986, playing Graham Lodsworth in Emmerdale Farm. We didn't know that, we had to look it up. Seriously, we did. Shutup, we don't even watch EastEnders.



X DRAMA

THE WORLD'S FASTEST INDIAN

Starring: Anthony Hopkins **Rating:** PG



FILM: It might sound like the dodgy chicken vindaloo you had for dinner last night, but The World's Fastest Indian is actually the true story of a Kiwi named Burt Munro (Hopkins) who fine-

tuned a 1920 Indian motorcycle and broke the land-speed world record with it in the US state of Utah in 1967, a record that still stands today. It's certainly a feel good story, but we have a feeling that Hopkins' portrayal of Munro as a slightly backwards country rube from Invercargill, NZ, is in stark contrast to the clear genius the man actually was.

EXTRAS: Does chapter selection count? No?

VERDICT: It's certainly an uplifting story, but it's weighed down in places by heart-warming pap. TO

X DRAMA

A HISTORY OF VIOLENCE

Starring: Viggo Mortensen, Maria Bello **Rating:** MA15+



FILM: Tom Stall (Mortensen) is an ordinary bloke living an ordinary life when he foils a robbery in his diner. Fearing the worst, he takes action and saves his customers by killing

two wanted criminals in self-defense. The media quickly makes him a hero, but as he tries to fade back into obscurity a strange man arrives in town under the impression that Tom is actually an old mobster from Philadelphia, and that he has unfinished business with him. Raising some compelling questions about the nature of violence, A History of Violence forces you to evaluate the cost of taking justice into your own hands.

EXTRAS: A good haul of extras including a commentary and a doco.



VERDICT: David Cronenberg's attention to detail is superb. As thoughtful as it is stylish. LR

X TV

BATTLESTAR GALACTICA **SERIES TWO**

Starring: Edward James Olmos, Mary McDonnell



FLM: As the once great Star Trek and Stargate continue to cough and splutter their way through their dying years, you could be forgiven for thinking we'd be better off slapping

a toe tag on the whole Sci-Fi TV genre. We approached the updated BattleStar Galactica series quite reluctantly but instead found a compelling mix of intense space battles, well fleshed out characters and a refreshingly original setting that deals with Cylons who can pass as human and the unlikely challenges faced by the human race, now that it's been reduced to a desperate fleet of 40,000 survivors.

★★★★

EXTRAS: Insightful producer commentary.

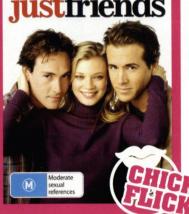
VERDICT: Absolute top-shelf Sci-Fi. Essential, especially considering Channel 10 has failed to air Series Two. NP

X CHICK FLICK

JUST FRIENDS

STARRING: Amy Smart, Ryan Reynolds RATING: M

ryan reynolds amy smart anna faris chris klein



FOR THE GIRLS: The sweet an overweight Chris (Reynolds) is dying to date his high school pal Jamie (Smart), but she just wants to stay friends so she can date all the cool guys. Fast-forward a decade and Chris has lost the bulk and become a big-shot record producer. On the way to Paris, touring with the world hottest pop starlet, Chris' plane needs to make an emergency landing near Chris' old home town - where, naturally, he runs into his old crush. Cue romantic hijinks as Chris tries to win over his old pal and become more than just friends. Sure, it's a predictable movie, but it's a light romantic comedy that's not too

FOR THE GUYS: It's got a few gay jokes. Guys think they're funny, right?

VERDICT: It's a paint-by-numbers comedy, but it entertains for the duration (although we think the moral is being fat



If you want to win one of 10 Just Friends prize packs courtesy of Magna Pacific answer the question below and follow the entry details on page 15. Mark your entry 'Just Friends giveaway'.

Q: Name another film Ryan Reynolds has starred in.

Ricky Gervais turned down roles in Ocean's Twelve and Pirates of the Caribbean because he didn't fancy sitting in a hotel for nine weeks for two minutes on screen.



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Nothing like a swig of hard liquor to ease the pain of one too many arrows to the chest. GUN's Colton White could certainly hold his booze though if we quaffed an entire hip flask in a few seconds we'd be running around Dodge City with our pistols unholstered, and we don't mean our six-shooters





PAINKILLERS

We're pretty convinced that if we took as many painkillers as Max Payne we'd either be able to see through time or be spewing up parts of our stomachs. He's not actually concerned with fixing his wounds - just numbing the pain. Man, he's gonna be cranky in the morning!

WALL

Feeling a bit worse for wear in The Getaway? Don't worry - a wall is better than any surgeon. Just lean against one and all your injuries will fade away. Doing this also takes care of your dry cleaning - the blood lifts right out. It's better than Napisan!





WATER

The cure for sword slash wounds in Prince of Persia? Water. The cure for a leg-breaking fall? Water. The cure for a broken heart when Farah tells you she isn't interested in playing with your Dagger of Time? Well, water isn't magic you know...

FAST FOOD

The GTA: San Andreas cure-all. A burger always makes us feel better too. At least, until we can't fit into our pants anymore and we're crying overselves to sleep, throwing up after every meal like those kids on



Just got your PS2? Looking for a safe bet to blow your hard-earned on? OPS2's GameStation is your best resource for finding top quality PS2 games. Some might be a little long in the tooth, but you'll probably be able to pick them up second-hand. Others are latest releases or Platinum titles, so finding them won't be a hassle. All are 100% guaranteed to satisfy.

24: THE GAME

Whether you're a diehard fan of the show or just like the idea of messing about with Elisha Cuthbert, 24: The Game is one of the best action experiences of the year

AFL PREMIERSHIP 2006 OVERALL 08 Improving on the gameplay and adding new exciting modes, AFL has kicked another goal on the PS2. Just needs better visuals.

OVERALL 08

If you're new to the series then this is a great opportunity to get introduced to the wackiness it has to offer but even veteran chimp chasers will find a new Ane Escape experience that they'll be able to jump straight into and go bananas with **BATTLEFIELD 2: MODERN COMBAT** OVERALL 08

A solid and unique FPS that's only slightly let down by a lack of options and some poor effects. HotSwapping rocks!

BLACK This is indeed gun porn, folks – it's light on story and heavy on action, delivering wave after wave of shuddering wargasms. With superb firearms and environmental

truction, Black goes straight to number one in the FPS genre with a bullet BROTHERS IN ARMS: ROAD TO HILL 30 OVERALL 08
A distinctly more mature take on war featuring levels of blood, foul language and

er desperation not seen before in any other videogame.

BROTHERS IN ARMS: EARNED IN BLOOD OVERALL 08 improves on the original and retains the maturity that makes the series unique

One of the most intense WWII shooters we've ever played. **BURNOUT 3: TAKEDOWN** OVERALL 10

It's eye-meltingly spunky and so fast you'll you won't be able to blink. Stop looking for an arcade racer that's more fun than Burnout 3 - you won't be able to find one

BURNOUT REVENGE OVERALL 10 .until now! After four games, Criterion is showing no signs of burning out yet. The st racing series around just got a WHOLE lot better. Revenge really is sweet

OVERALL 08 BUZZ!: THE MUSIC OUIZ BUZZI The Music Quiz is an irresistible music trivia package and yet another

ue gaming experience from Sony.

BUZZ!: THE BIG QUIZ OVERALL 08 It certainly builds on the original concept, especially in terms of broadening

its accessibility and the variety of its question types. Diverse, funny and always ve fun, BUZZI: The Big Quiz is for practically everyone

CALL OF DUTY 2: BIG RED ONE OVERALL 09

It's linear and overly scripted but BRO is still one of the best WWII games you'll r play. Move over Medal of Honor, BRO goes above and beyond the call of duty!

CAPCOM CLASSICS COLLECTION OVERALL 08

The king of arcade classics delivers the ultimate retro collection featuring golden Ghouls 'n Ghosts, Street Figher II and Final Fight. Know your roots

OVERALL 08 COLD WINTER A surprisingly superb first-person shooter that brings a lot of fresh ideas, a lot of

blood and a lot of carnage. Definitely worth checking out. OVERALL 08 CONFLICT: GLOBAL STORM

An impressive return for the Conflict series – great enemy Al, razor-sharp graphics nd great co-op play, although it still has some issues to iron out.

A great FPS that's only let down by its lack of multiplayer options. A highly ke on a old genre - how many vampire westerns have you seen

DESTROY ALL HUMANS! Buzzing with energy and conceptual originality, it's a game anyone can pick up

and play. Not too deep, but annihilating puny Earthlings has never been more fun.

DEVIL MAY CRY 3: DANTE'S AWAKENING OVERALL 09
This is the Devil May Cry you remember – stunning design, visuals, effects and presentation. It's a work of art so grab it or you'll be the one crying. OVERALL 09

DRAGON QUEST VIII: THE JOURNEY OF THE CURSED KING OVERALL 08 If you're after an RPG with a little bit of bite and a more askew view, you wont be d. A fun filled, light hearted and slightly twisted romp.

DRIVER: PARALLEL LINES Faster than Bullitt, slicker than Ronin, more intense than The French Connection, more

destructive than The Blues Brothers and with bigger jumps than The Dukes of Hazzard, eat Hollywood car chase rolled into one game. Fasten your seatbelt OVERALL 09 EYETOY: PLAY 2

Do we need to explain? The innovation and introduction of the video camera to gaming is brilliant. It's just one reason why the PS2 is so cutting edge

OVERALL 08 **EYETOY: PLAY 3** A brilliant collection of games that once again exploit the innovation that is EyeToy. OVERALL 09

A brutal, blood-drenched western that succeeds in being both believably authentic

FIFA WORLD CUP 2006

As close as you can get to the World Cup without spending thousands of dollars FIGHT NIGHT ROUND 3

Decent as a singleplayer game, but totally unrivalled for two player fun. Worth a jab for fans purely because of the individual styles and the more balanced fighting nake sure you've got a mate handy to unleash on.

FINAL FANTASY X

OVERALL 09

This was one of the first games on the PS2 to really try and stretch the machine's FINAL FANTASY X

phics capabilities to the limit. The result is simply breathtaking. OVERALL 08 FLATOUT

FlatOut's minigames are worth the asking price alone! The PS2's best demolition derby racer - fantastic damage, fantastic handling, fantastic fun!

FREEDOM FIGHTERS OVERALL 09

For the first time ever, commanding squads and third-person shooting is so easy on't even notice you're doing it. If you don't have it - find it

OVERALL 09 No coin collection, no magic bonuses, just a whole lot of gritty crime action set in ld city. Swearing, violence and not a shred of political correctness

OVERALL 09 Combines bloody action and puzzle-solving in a brilliantly realised, beautiful-looking

epic that rocks HARD on every level. An ESSENTIAL classic for action junkles GRAND THEFT AUTO III . . OVERALL 10

Revolutionary, open-ended gameplay that has spawned many an imitator, GTAIII is only a watershed for the PS2 - it has changed games forever.

GRAND THEFT AUTO: VICE CITY Takes everything great about GTAIII, adds countless extra features, paints it in '80s

I colours and adds a totally kick-arse retro soundtrack. GRAND THEFT AUTO: SAN ANDREAS

This is the greatest videogame ever made. Run, drive, fly, swim, boat, cycle, ride or en skydive your way through a whole state of mayhem.

GRAND THEFT AUTO: LIBERTY CITY STORIES

Pared of San Andreas' features, this PS2 version of the PSP's best-selling title is

OVERALL 10 The biggest, most authentic and most realistic racing simulator ever. 700 uniqu cars from 1886 to 2005 that handle exactly like their real-world counterparts. It's

nonetheless a great game. Return to the city that started a revolution

car nut's wet dream GUITAR HERO

Guitar Hero is better than sex, more addictive than drugs and every bit as cool as real roll. Fill the empty space where your air guitar used to and let there be rock!

HITMAN 2: SILENT ASSASSIN OVERALL 09 It's ethically dubious but there's no doubt about how good Silent Assasin is. Multiple ntastic rag-doll physics and enough atmosphere to choke a horse

HITMAN: BLOOD MONEY OVERALL 09 Fixes a lot of the niggling issues from the previous games while delivering a whole host

w brutal ways to take out your targets. Brilliantly executed. OVERALL 09 The dreamy-looking, wonderfully peaceful puzzling adventure gameplay, along with

irely unique feel make people fall in love with Ico. JAK II: RENEGADE OVERALL 10

Infusing GTA-style gameplay into the Jok & Doxter world has made this the first mer that appeals to both infants and adults alike.

Rounds out the trilogy in style - Jak's evolution from pixle-eared pansy to platforming badass is complete. Great mix of genres that'll keep you on your toes

JAK X: COMBAT RACING OVERALL 08 It's obviously inspired by Burnout Revenge but it has enough unexpected twists d turns to keep you gripping the wheel.

JUICED It can't match Midnight Club 3 for thrills, but it boasts a far more impressive stable

rs than NFSU2. Not revolutionary, but a solid racer for hardco KING KONG OVERALL 09 On par with Resident Evil 4 as one of the most exciting games ever.

LEGO STAR WARS Parents should buy LEGO Star Wars for their kids, no matter how old they are. It's the most fun we've had pushing coloured blocks around since Tetris. Easily the

t game based on the Star Wars prequels. OVERALL 09

Totally addictive multiplayer – make sure you've got a multitap. This is why you got

THE MATRIX: PATH OF NEO OVERALL 08 With a bit more polish this could have been The One. Achingly close, but still very

MEDAL OF HONOR: FRONTLINE The opening level, the beach landing on Omaha, is perhaps one of the most

and moving game moments to date. Still one of the PS2's best sho MERCENARIES OVERALL 08 An impeccably designed and action-packed sandbox of free-roaming combat.

Steal choppers, jack tanks - Mercenaries is fun, fun, fun 'til the commies take

METAL GEAR SOLID 2: SONS OF LIBERTY OVERALL 10 nust-own, state-of-the-art tactical espionage game that's reason enough to buy a PS2. A superbly paced, gripping story,

METAL GEAR SOLID 3: SNAKE EATER OVERALL 10 it's the ultimate lone-soldier adventure, packed with riveting combat and a

stunning jungle setting. Acquire immediately. MICRO MACHINES V4 OVERALL 08

Pint-sized, pocket-racing action. Four-player, top down racing hasn't been this much fun since Mashed Fast frenetic fun

MIDNIGHT CLUB 3: DUB EDITION REMIX OVERALL 09 You don't just get the fantastic MC3 in its entireity, but also 24 extra vehicles, 25 added songs and a new stage, Tokyo. This is a ridiculously good package for its

tiny cost. If you can find a more stylish street racer cheaper than this, you're lying. MORTAL KOMBAT: SHAOLIN MONKS OVERALL 08 A kick ass beat 'em up with a classic Mortal Kombat feel. Outstanding! Mortal

mbat fans will not be disappointed.

Your definitive guide to the ever-expanding library of PlayStation 2 games

OVERALL 08 Huge freestyle countryside, great riding physics and addictive bonus vehicles like iggy, monster truck and even a chopper. Spot or NEED FOR SPEED UNDERGROUND 2 OVERALL 09 Bigger, badder and faster than its already impressive older brother, if the huge city les can't satisfy your need for speed we don't know what will. NEED FOR SPEED MOST WANTED OVERALL 09 funers, muscles and European exotics meet in a fantastic racer featuring some of cop chases you'll ever find - all the speed you need! OVERALL 09 ONIMUSHA 3: DEMON SIEGE An epic time-travelling samural adventure featuring everyone's favourite Jean Reno. A classic in anyone's book PRINCE OF PERSIA: THE SANDS OF TIME OVERALL 09 It captures everything that made the original a classic and combines it with slick oth gameplay and a hot chick to fight alongside you. PRINCE OF PERSIA: WARRIOR WITHIN OVERALL 09 It's gone down a decidedly darker road than its enchanting predecessor but it still PRNCE OF PERSIA: THE TWO THRONES OVERALL 09 A fittingly breathtaking finale, it dethrones its stablemates and steals the crown. It's be the King! Or the Prince, at least. PROJECT: SNOWBLIND OVERALL 08 Kicks off with a bang and never lets up. Gob-smacking graphics, an explosive itly exiting and varied gameplay. PRO EVOLUTION SOCCER 5 OVERALL 10 If you enjoy sports games, especially long bouts of multiplayer tomfoolery - look on on PS2 - no question. PSI-OPS: THE MINDGATE CONSPIRACY OVERALL 09 This psychic-charged jaunt takes the third-person shooter, levitates it into the air akes it slap itself involuntarily. **PSYCHONAUTS** OVERALL 08 * From the creator of Grim Fandango, Psychonauts is warped, wacky and worth a THE PUNISHER Far more loyal to comic than it's celluloid sibling - bring on the bullets, break out and prepare for punishment. You won't regret it. RATCHET AND CLANK 2: LOCKED AND LOADED OVERALL 09 The sheer number of the gadgets and crazy weapons alone would make this game RATCHET AND CLANK 3: UP YOUR ARSENAL The single player game is fantastic, but the online multiplayer mode puts most oters to shame. Great gadgets and humour abound. An explosive new Ratchet adventure that everyone should pick up. Not too nt from Up Your Arsenal, but you'll still have a blast! A great spaghetti western shooter bursting with cool characters, duels and frontie ns, brilliant presentation and a sweet Sergio Leone-style soundtrack OVERALL 10 Resident Evil 4 is the perfect action game. Destined to be imitated for years to come, this game is so good it should be compulsory. It's like you're playing a 20 Super-stylish retro-futuristic graphics, intense old-skool shoot 'em up gameplay RICKY PONTING INTERNATIONAL CRICKET 2005 OVERALL 09 So undeniably enjoyable that you really can't afford to miss it. It's one of the best sports games we've played and the multiplayer is unbeatable. Miles ahead of ROGUE TROOPER OVERALL 08 An absolute must-have for fans of the comic book series, and an impressive slab of sci-fi action for everyone else. A faithful interpretation of the 2000AD comic, with plenty of solid stealth action to sink your teeth into. Minor Ai quibbles aside we've finally got a game of rugby that looks as good as other top-tier sports titles. About bloody time, too! **RUGBY LEAGUE 2** great graphics and addictive multiplayer it successfully captures all the action of the NRL Puts the boot into the competition and sends 'em straight to the blood bin! Stylish, gripping and great fun. Possess your enemies, throw them around the room mind or just shoot 'em. Definitely worth looking into. OVERALL 08 A superb realisation of bloody arena combat. Some of the maximus fun you can with a sword. For those who are about to die - we salute you. OVERALL 09 SHADOW OF THE COLOSSUS If you're looking for an adventure unlike any other you've ever undertaken, you've OVERALL 09 SILENT HILL 3 One of the nastiest games on PS2 - arguably scarier than Silent Hill 4. We dare OVERALL 08 THE SIMPSONS: HIT AND RUN When it comes to GTA rip-offs they don't get any more blatant than this, but walking around a living and breathing Springfield is so much fun that you won't care OVERALL 09 Another 30 songs to crucify and new multiplayer modes OVERALL 09 Another solid SingStar title at a bargain price. New modes plus Australian and

OVERALL 09 earn your way through The Offspring, Nirvana, Powderfinger, Grinspoon, The Screaming Jets, INXS, Stereophonics, Blur, Deep Purple and The Rolling Stones. 're gonna rock 'n roll all night land party every day). It's SingStar with balls SLY 3: HONOUR AMONG THIEVES ful and varied, Sly's third outing will please long time fans. SOCOM 3: US NAVY SEALS As a single-player game it is a satisfying tactical action experience, but as ar online game it's an intense, up-all-night addiction. The best online game and one that should keep you going and going until PS3. It's the easiest fighting game to get into, but to be truly great will take years! The characters, weapons and the mind-blowing special moves are second to none Still the best fighter around but you've already fought this fight before. Not a massive leap from Soul Calibur II but still essential for fighting fans! SPARTAN: TOTAL WARRIOR Featuring stunning characters & backgrounds, Spartan: Total Warrior is an intense action title that may look simple but requires a lot of brains to survive A massive, free-roaming Manhattan complete with every major landmark - swing mp, sprint and dive anywhere you want. It's one mountain with an avalanche of features. You decide whether you want to race against your arch-nemesis, hang out on the half-pipe or just explore. Snow joke STAR WARS: BATTLEFRONT the battles from the Star Wars films on the front lines with weapons and vehicles from all the films so far. Need this game, you do. THE SUFFERING: TIES THAT BIND sn't add a great deal to the original concept, but still plenty of fun. Suffering that's actually enjoyable? Kinkyl kken 5 is a major improvement over Tekken 4. Damn this game looks good. If it was a girl she'd have Kylie Minogue's bon-bon and Shannon Elizabeth's jubblies TIGER WOODS PGA TOUR 06 OVERALL 10 TIMESPLITTERS 2 The fastest, smoothest first-person shooter ever, complete with masses of and link-up support for up to 16 players at once! OVERALL 09 TIMESPLITTERS: FUTURE PERFECT More fun than we thought possible. Super smooth, super stylish and the best TOMR RAIDER: LEGEND The new Lara is as agile as the Prince of Persia and as swift as the God of Wal And she's got boobs. It's short, but oh so sweet. Undoubtedly the best Tomb TOM CLANCY'S SPLINTER CELL The level of immersion the game creates. The stealth combined with the shadowy ns truly add up to an involving experience. Plus the gadgets kick serious assi OVERALL 09 TOM CLANCY'S SPLINTER CELL: PANDORA TOMORROW Adds a great multiplayer mode and a few new modes to the already brillian - it's just a little on the short side. TOM CLANCY'S SPLINTER CELL: CHAOS THEORY Slick, stylish, and cooler than a Sugar Daddy, Chaos Theory is the best "pure" stealt on the PS2. If you haven't got into the series yet, now is the perfect time. OVERALL 08 TONY HAWK'S AMERICAN WASTELAND er than the Underground games, but the series is in need of a bigger over OVERALL 08 Plyphony's first crack at motorcycle racing is great, but there's still plenty of room TRUE CRIME: STREETS OF LA Its lack of originality saw it labelled by some as simply GTA: LA, but the addition or se John Woo-style shootouts make this a brilliant, if brief, roller coaster ride OVERALL 08 ULTIMATE SPIDER-MAN It's the best looking and, for the most part, best playing superhero game ever made. A no brainer for webheads. Trust your spidey-sense! URBAN CHAOS: RIOT RESPONSE

It's violent, it's sadistic, but it's this guilty pleasure is one of the best FPS games on

V83 is the greatest racing simulator ever. 21 cars on track, wicked damage and

the most realistic racing ever - V83 doesn't just trump V82 in every way, it's even

fascination for hours and giggle hysterically, it's this one. We Love Katamar? Hell

Exactly the shot in the arm the genre needed – this is as good as rally games will

Not only a new benchmark for wrestling games; it's a new standard for sports

ever). You feel as if you've wandered into a three-dimensional comic book.

aphics actually use cel shading to great effect (for one of the only times

PS2. If you've already cracked Black, don't miss Urban Chaos - it's a riot!

Violent, vicious and seriously cool, The Warriors is an instant classic. The

presentation is awesome and the combat rocks. Can you dig it, suckers

eltingly fast, futuristic roller coaster of a racing game.

get until the PS3 arrives. Gritty, realistic and it looks absolutely stunning

er than GT4. Get it now!

WWE: SMACKDOWN! VS. RAW 2006

OVERALL 09

Trashy, tacky and totally dated – we love it! The SingStar hits just keep on coming

RESURRECTION RIP

The year, 2000. The game, Team Buddies. You don't remember it? We're not Okay, so it was a Fine, it was really Playing like a cross



& Conquer and Worms. Team Buddies was a begin to blow each other apart. Best played ith three mates, you'd need to stack crates to build weapons ranging from SMGs to tanks, which you'd then use to crush each other. Simple really. The biggest problem with *Team Buddies* was the biggest problem with ream Buddies was that while it looked like a kids game, it certainly didn't sound like one. The language was about as colourful as the visuals themselves. The chubby, cartoon-style graphics were juxtaposed by the potty-mouthed antics of the titular anti-heroes. In fact, Team Buddies is quite possibly the first game we can recall with a swear button (and Shere haven't been anywhere near enough since). Hammer ③ and your trigger-happy tic-tacs would let loose a string of expletives that would make a wharfie blush. Better yet, the swear button didn't actually help you at all - it was just there to be funny. Trashtalking for the lazy and unimaginative - you get all the goodness of taking the piss out of your mates with all the convenience of a button. Developers take note: swear buttons - where are

The reason it was a problem though is that while the course language warning on the box was apparently enough to warn off parents, it wasn't quite enough to get adult gamers to scoop up such a juvenile looking game.[®] Shame that, because with four players *Team*

Buddies was a cracker.

LOVECHIL



The open warfare of Command & Conquer, only with mean looking tic-tacs.





If there's been one game in the past six months that's made us team stare in



Station.2

> On The DVD

PLAYABLE DEMOS

Other magazines let you watch, OPS2 lets you play!



dropping it like it's hot with Sony's new

breakdancer, B-Boy. B-Boy throws you into battles, but not the type of battles you're normally accustomed to on the PlayStation 2. To defeat your opponent you will need to unleash hellacious spins on your head, monstrous handstands and explosive disses. You'll have three

rounds that last about 30 seconds each to kill your opponent. Fail to destroy them and you and your crew will be the laughing stock of the 'hood.

With B-Boy still about a month away, we've also got you a sample of what's rocking shelves right now. There's the hottest karaoke game on the planet SingStar Rocks!, the cold and calculating Hitman: Blood Money, the fast and furious OutRun 2006: Coast 2 Coast, the seductive Tomb Raider: Legend, the insanely addictive Micro Machines V4. the airborne Sonic Riders, the trick-filled FIFA Street 2, the explosive Ratchet: Gladiator, the stunning Dragon Quest VIII and the Platinum classic Jak 3.

It's a smorgasbord of the best the PS2 has to offer... so eat up!

You know it!



PS To use this DVD, load it up on your PS2. Then scroll between games and rolling demos with the \checkmark and \uparrow keys. To choose within a section use ← and →. Press (8) to start up your choice. Please note, you may have to reset your PS2 after some demos.

YOUR DISC

Every issue, Official PlayStation 2 Magazine brings you something no other magazine can – playable demos. Offering exclusive levels, tracks and missio our playable DVD enables you try the very latest PS2 games before you buy, often weeks, even months before release. Why risk your hard-earned cash on

a \$100 game when you can try it out on our cover-mounted DVD? From Burnout Revenge and MGS3 to NFS Most Wanted and God of War, we've always featured playable demos of the games that matter. Throw in top quality video footage of the hits of the future and our DVD is the best bargain on the shelves.

■ DISC PROBLEMS?

If your disc isn't loading up, try laying your PS2 upside-down before loading to relieve pressure on the disc laser. If problems persist then simply send it back to this address for a replacement Demo Disc Returns

Official PlayStation 2 Magazine P.O. Box 1037, Bondi Junction NSW 1355



B-BOY

Get steppin'

DISTRIBUTOR: SONY OUT: SEPTEMBER PLAYERS: 1

f you've ever seen those guys in nightclubs spinning on their heads and back like they're having an epileptic fit then you'll have an idea of what B-Boy is all about. Using the face buttons you can unleash electric boogaloo breakdancing complete with disses. You've got three rounds to show off your stuff so shake your groove thing otherwise you'll end up getting served.



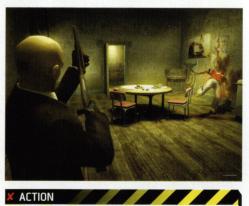
* KARAOKE

SINGSTAR ROCKS!

Rock out with your...

DISTRIBUTOR: SONY OUT: NOW PLAYERS: 1-2

t doesn't matter if you're an old-school rocker or a young bopper because SingStar Rocks! has got you covered. You'll have four great songs to belt out including Blur's 'Song 2', The Killers' 'Somebody Told Me', The Rolling Stones' 'Paint It, Black' and Gwen Stefani's 'What You Waiting For?' Okay, three great songs because that last one sucks. Sorry Gwen.



X ACTION

HITMAN: BLOOD MONEY

Make a killing!

DISTRIBUTOR: ATARI OUT: NOW PLAYERS: 1

n this demo you'll be taking Agent 47 through the training level of Hitman: Blood Money. Your target is a former amusement park owner. If you follow the prompts on screen then the fat boy will be dead in no time. Or you can just rip a gun out of your enemy's hands and run through the level blasting everybody.



X ADVENTURE

TOMB RAIDER: LEGEND

Bloody legendary

DISTRIBUTOR: ATARI OUT: NOW PLAYERS: 1

id you see in last issue's mag that the original Tomb Raider is being re-released for the PS2? Do you know why? It's because Tomb Raider: Legend was such a huge frickin' success that everyone wants more of Lara. So find out why Tomb Raider: Legend was so hot with this demo direct from Bolivia. You need to hit this.



MICRO MACHINES V4

Size doesn't matter

DISTRIBUTOR: ATARI OUT: NOW PLAYERS: 1-4

id you like the original Micro Machines? Did you dig Mashed? Well you get the best of both worlds in Micro Machines V4. All of the charm of the original has been captured in the remake and the addictive Mashed gameplay makes racing through the chicken coop, rooftop and the kitchen a dream. Start your engines!



FIFA STREET 2

Soccer with a twist

DISTRIBUTOR: EA OUT: NOW PLAYERS: 1-2

he two top soccer teams in the world battle it out on a cement court. This game between Brazil and England is not about a World Cup or how many goals are scored. It's about how good you look. Bounce the ball off the fences and walls to outclass your competition and bend it like Beckham to completely humiliate your opponent.



RATCHET: GLADIATOR

Get ready to rumble!

DISTRIBUTOR: SONY OUT: NOW PLAYERS: 1

t's Ratchet's final PS2 outing and he's going out with a bang. Clank won't be joining you on the battlefield but you'll have two battle-bots who've got your back. These bots will do anything you ask, well almost anything, so any tasks like activating switches and screwing bolts can be passed on to these guys. Just sit back and shoot off a few loads.



Retro racing!

DISTRIBUTOR: THQ OUT: NOW PLAYERS: 1

f you've played this demo before then stick to the right side of the track and tackle some of the harder courses available. You'll encounter more traffic, tighter corners and the opposing AI are so ruthless they'll try to run you off the road. If it gets too tough for you then you can take some of the easier tracks on the left.



RACING

SONIC RIDERS

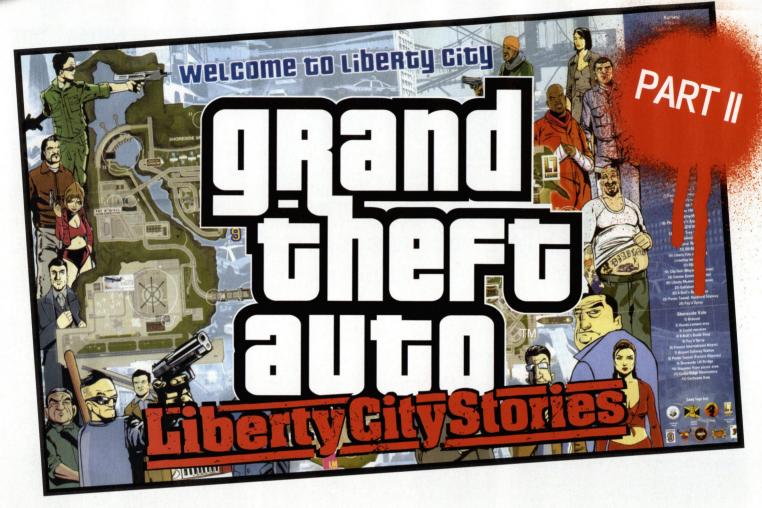
Go speed racer, go!

DISTRIBUTOR: THO OUT: NOW PLAYERS: 1-4

efore Sonic hits the PS3 he's going to carve up the airwaves... literally. Pick your boarder and then line up at the starting line. Try not to peak too early because you're going to need your opponent's slipstream to cruise to the finishing line. Pulling off combos will also help you get the edge on the competition so get gnarly!



ALSO ON THE DISC: JAK 3 // DRAGON QUEST VIII



Conquer Liberty City... again!

SALVATORE MISSIONS: TWO MISSION 25: CONTRA-BANNED

Tool up on weapons and armour before this mission. As you drive through the main gates of the docks, take note of the police star between the two buildings ahead. After the ambush you need to jump into the Patriot and collect the police star. Grab another star from next to Joey's and the third in Chinatown. Head to the garage marked on the map and park the Patriot inside.

JD O'TOOLE MISSIONS: TWO MISSION 26: SALVATORE'S SALVATION

Grab the first decent car you see after the cut-scene ends and tail the car. When you have tailed it to the garage you will need to ram into it and shoot it until the goons get out. Gun them down and drive the car back to Salvatore's.

MISSION 27: THE GUNS OF LEONE

This is a very cool mission. Anyone's who's played GTAIII will remember that the roof that you get the rifle from and defend Salvatore in this mission is the same roof that you kill him from in GTAIII. After collecting the rifle, head to the yellow icon on the roof to trigger the cut-scene. Even though this mission is encouraging you to stay on the roof and use the rifle to defend him, it's much better if you jump straight down onto the street and use an Uzi or a machinegun to stay with Salvatore and kill any enemies who come near him. Be sure to collect the powerful Uzis that the enemies drop. These are much more lethal than the regular Uzis you can find in Portland.

MISSION 28: CALM BEFORE THE STORM

Drive to Salvatore's house then follow the chopper (the red icon on the map). It's heading for the construction site. After the cut-scene you need to follow it to the building in Chinatown. Get up to the roof and equip an Uzi or a machinegun. Kill all of the Triads on the roof, then be sure to collect the health at the bottom of the stairs as you head back down to the street to kill the rest of the Triads.

MISSION 29: THE MADE MAN

Drive JD to the ceremony. When a car full of Sindaccos appears, hop out of the car and waste them with your Uzi. Get back in the car with JD and take him to the wrecker. After he's dead, drop the Mafia man back to his apartment. Now it's time to get rid of the body. Drive towards Vincenzo's place and get up some speed with the car on one of the jetties. Bail out of the car with the to button just before the car goes over the edge.

VINCENZO MISSIONS: TWO MISSION 30: THE PORTLAND CHAINSAW MASSACRE

Unfortunately this is the toughest and most frustrating mission yet. Make sure you've got at least 100 bullets in your machinegun before starting Drive to Vincenzo's, then to the ship nearby. When you come to the first T-intersection, turn right and collect the Magnum pistol. If you don't have any body armour there is some at the top

of the next set of stairs. When you are all ready enter the yellow marker at the bottom. Equip the Magnum and run constantly by tapping the
★ button. Only turn around and shoot someone when you are at least 5 metres away from everyone. As soon as you have shot one guy, turn and run again until you are another 5 metres from everyone and take another shot. Keep doing this until you have killed everyone. The bad news is that these chainsaw guys take off a full health bar in one hit and you need a full body armour and a full health bar to kill Vincenzo, which means you have to defeat all the chainsaw enemies without getting hit.

SALVATORE MISSIONS: THREE MISSION 31 – SINDACCO SABOTAGE

This one can be tricky so make sure you have a lot of Uzi bullets beforehand. All of the red icons on the map are the Diablos. Stay near the main corner of the construction yard and simply go for the largest clumps of Diablos. Flick your target between enemies with the D-pad and kill them as quickly as possible to avoid too many Maflosos dying.

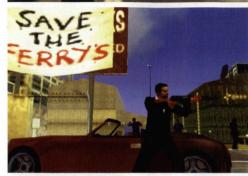
MISSION 32: THE TROUBLE WITH TRIADS

Get down to the warehouse in Callahan Point. Predictably it's a Triad ambush. Move through the flaming wreckage fairly slowly, killing any Triads who get in your way. But don't go out hunting down all of the Triads as they just keep coming. Use the map to collect all of the money. Jump in a car and drive it back to Salvatore's.



















MISSION 33: DRIVING MR LEONE

Jump in the Sentinel and drive Salvatore to the ferry terminal. Do a 180 when you get to the yellow marker and head for the Pay 'n' Spray. After fixing up your car drive it to the Callahan Bridge and get up a lot of speed to take the jump over into Staunton. Drive to the new safe house.

MISSION 34: A WALK IN THE PARK

It is possible to kill the Mayor by running into the park and nailing him with your Uzi. However, there are a lot of secret service agents that makes getting out alive very tricky. Plus if he gets back to his car he is very hard to catch. The best strategy is to go to the three secret service cars parked on the east side and throw grenades at them. You should be able to blow most of them up like this. If there's still a car or two in one piece it's okay cause this will cause the Mayor to try and run to the safety of his car and seeing how you're already at his car waiting you'll now be able to easily kill him when he runs up to you.

MISSION 35: MAKING TONI

Drive to the meeting place to complete this very short mission.

DONALD LOVE MISSIONS MISSION 36: THE MORGUE PARTY CANDIDATE

Drive to the hearse. Pepper it with a bit of Uzi driveby until it pulls over, then drive it to the garage.

MISSION 37: STEERING THE VOTE

You need to drive through five of the yellow checkpoints to get enough of the vote. The problem is that the opposition put out rival vans. Collect two votes, then do a drive by and kill one of the vans (the red dots). Now that there's only one competing van left you should be able to get five votes before the competition can steal many. After collecting five votes you need to kill any remaining vans.

MISSION 38: CAM-PAIN

This mission is quite tricky because of the very tight time limit. Drive to the first group – they're up in the skyrise opposite the Fully Cocked store (where the body armour is). Kill them all with your Uzi then top up your health with the body armour here. Drive to the second group. Rather than getting out, because these guys are out in the open simply run them all over. Speed to the last group and take them out with your Uzi.

MISSION 39: FRIGGIN' THE RIGGIN'

Head to the ballot office. Use the grenades next to the two white trucks to blow the trucks up. If you don't destroy the trucks now it will be harder to do at the end of the mission when the enemies are driving them. Head into the office and use your Uzi to clean out all the men. There are about six inside, but waves of them will always keep coming so be prepared. Use your grenades on the two machines and use your flamethrower (which you get from Fully Cocked) to destroy the piles of fake votes.

After completing this mission you will be able to buy more powerful weapons from the Fully Cocked store. It's recommended that you spend some cash on upgrading your machine gun and buying a rocket launcher.

MISSION 40: LOVE AND BULLETS

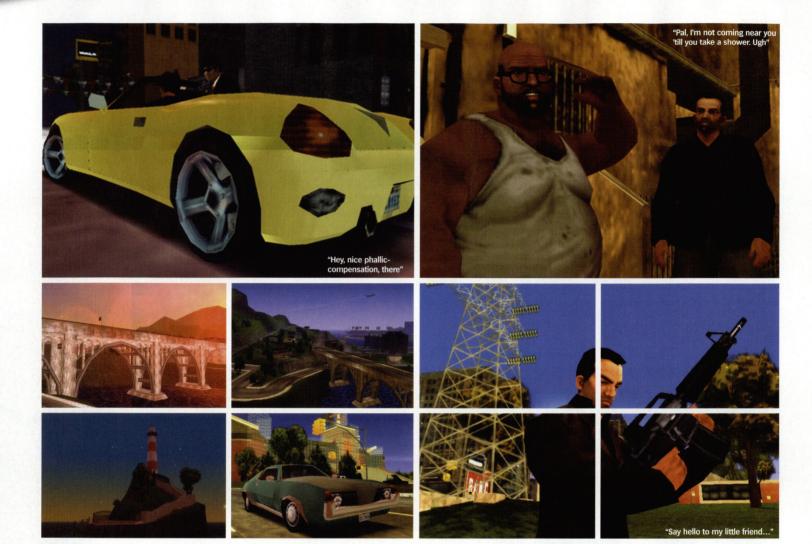
Donald tells you to use a rifle that's in the boot. Ignore him because the rifle is too fiddly to use. Use your machinegun instead. Run to the left of the car and take out the two guys in the alley and the two guys above them. Now run in front of the car and shoot the three guys above. When the coast is clear try to collect any machineguns the guys in the alley dropped. Ignore the backup car that arrives and just drive Donald back.

MISSION 41: COUNTERFEIT COUNT

There are four courier loads of votes you need to







intercept, and you can only afford to miss one of them. Get to the van as fast as possible. Each time it stops a courier will get into the passenger seat (on the right side) and get out with the votes. Park you car next to the van and aim your gun at the right side door. As soon as the courier gets out, blast him. Get back in the car, follow it to the next courier exchange and repeat this until you have three or four of the packages to complete the mission.

SALVATORE MISSIONS: FOUR MISSION 42: CAUGHT IN THE ACT

The fact that holding L while aiming slows the aim down is the most important thing to remember on this mission. Swing your crosshairs near enemies, then hold L while you get a fine bead on them. Release L as soon as they're dead and use the same process on the next enemies. Remember to aim for any explosive barrels that you see.

MISSION 43: SEARCH AND RESCUE

Drive to the multi-level carpark and collect Salvatore's limo from the ground level. Drive it to the spot marked on the map, but reverse it into the spot so you have a good position for a fast getaway. Run away from the enemies for a bit until you are out of their range then use the sniper rifle on them. Remember that you can use the L button to do fine aiming. When they are all dead, collect Salvatore. You will have to shoot your way out. Kill the people to the left of the little alley you are in then run away a bit to get out

of range of the people between you and the limo. Pick them off with the sniper rifle and get in the limo. Grab the police star that is across the road, and also collect the one from Liberty Campus. Drive to the garage and drop Salvatore off.

MISSION 44: TAKING THE PEACE

This mission can be a little tough because of the sheer number of enemies you need to take out. Press **3** to take control of the car. You will see it through the windscreen and you need to run over every single enemy at the meeting without having the car taken out. The time limit is pretty generous so take your time. Try to do passes at a decent speed, knocking over anyone you can, then turn around and try again.

MISSION 45: SHOOT THE MESSENGER

There's a trick to this mission. Taking down the enemy boat is quite hard because of the machinegun-packing passenger. However, as soon as you're in your boat creep forward only until the moment the red arrow appears on the enemy boat. Now you can press Triangle to let go of the boat's controls. Select the sniper rifle and snipe the gunman. Now it's a piece of cake to take out the boat using drive-by on it.

RAY MISSIONS

MISSION 47: SAYONARA SINDACCOS

Use your machinegun and sniper rifle to take out all the

Sindaccos. Make sure you collect all the machineguns they drop before you get back in the car. The key to taking out all of the enemy vehicles is to use the L button when you get the crosshairs close to them. Most of the enemies will come from behind. You also need to take them out quickly so that they don't damage your car when they blow up.

MISSION 48: THE WHOLE 9 YARDIES

You can't kill any of the Mafia guys. Drive up close to one of the bikes, jump on it and ride it to the killzone marked on the map. You will take a lot of damage if you slow down enough to let them catch you and knock you off the bike because you still cannot kill them. Ride as fast as possible. Snipe all four of them after the cut-scene.

MISSION 49: CRAZY '69'



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Grab the nearest vehicle and drive to Belleville Park. When you get there run around the park and kill 20 enemies with the sword. If you time it right you can take them all out with one slash when they're about a metre away. You want to avoid them getting too close to you so you're not able to swing your sword properly.

MISSION 50: NIGHT OF THE LIVID DREADS

Make your way to the Yardies in the alley. Use your Uzi to care through the ones nearby. On your way out you will face a lot of enemies so take it slowly to avoid getting surrounded. Use your sniper rifle on any distanced enemies. Make sure you collect all the body armour to replenish your health on the way out of the alley. This mission will be over once you kill every last one of your enemies.

MISSION 51: MUNITIONS DUMP

Make sure you have bought a rocket launcher for this mission (available at Fully Cocked – American Flag on map). Hop on the bike nearby after the cut-scene ends. Ride towards the red dots at the south end of town. When you get to Belleville Park, press pause and zoom in on the map to see exactly what street the trucks are in. Put yourself in a position to intercept the truck as it drives towards you. When it is about fifty metres away line up your rocket and blow it up. Head to intercept the second truck and do the same thing.

CONFESSION MISSIONS MISSION 52: L.C. CONFIDENTIAL

Use a bike for this mission. Head to the north of the location then use the bike to drive to the side of the fire truck that is blocking the road. Jump in the car and drive it south. When the informant escapes in the cut-scene run him over in your car and collect his dropped item. Take it to the drop off to complete the mission.

MISSION 53: PASSION OF THE HEIST

Equip yourself with body armour, a sniper rifle and a rocket launcher before attempting this mission. When you get to the location on the map, back off until you are out of their range. Use your sniper rifle to shoot everyone from a distance. Move up to the fence bordering the compound and use your rocket launcher to shoot down the chopper. Head in and collect the case, then drive it to the drop off point.

MISSION 54: KARMAGEDDON

This mission is one of the easiest in ages so just enjoy yourself. The road you start on with the fire truck is a great one to use as it loops around the entire island. Get up a lot of speed and just swerve all over the road, colliding with as many cars as possible. Once you have done enough damage, crash the truck and use grenades to blow it up.

MISSION 55: FALSE IDOLS

Make sure you have at least five rockets in your rocket launcher for this mission. Use a motorcycle to get around quickly. Drive from the church towards your safehouse. When you are just north of the carpark near your safehouse, get off your bike. You should see

the car coming towards you. Shoot it with a rocket then get back on your bike. Do a 180 and drive south back down the street you are on. Take the left turn immediately after the carpark, get off your bike and shoot the next car. Now hoon to the south end of Belleville Park and wait here on the road. Take out the chopper as it flies towards you.

DONALD MISSIONS: TWO MISSION 56 - LOVE ON THE ROCKS

This mission is deceptively tough. After meeting with the informant, run about twenty metres towards the roadblock and use your sniper rifle to pick off all four guys at the roadblock. Once they are dead, run in and collect any machineguns you can. Take the high concrete section on your right, using your machinegun to pick off the guys to your left. Be careful as you advance because a car full of enemies will rock up. Never be afraid to retreat and get more health if you get low because there is no time limit to this mission but there are a lot of machinegun-packing enemies. Make your way to the van slowly, being aware that there are health and body armour items behind the trucks near the van. After smashing through the roadblock in the van, smash into the Banshee that drives out because there are enemies in it. Tip it over and drive back to the drop off point.

SALVATORE MISSIONS: FIVE MISSION 57: ROUGH JUSTICE

Get the lawyer outfit from near the police station and see Salvatore. Pick up the men and drive into the



first car. Stay with your men so they don't get killed. Kill the waves of enemies, then repeat the same strategy for the second car.

MISSION 58: DEAD RECKONING

Grab the rocket launcher next to the marker at the dam. Walk into the marker and fire a couple of rockets into Paul to take him down. It couldn't be easier.

MISSION 59: SHOGUN SHOWDOWN

Drive to the Yakuza compound in Staunton. Either find a Yakuza car to open the gate or park a truck in front of it, then jump onto the bonnet, then onto the roof and shoot all the Yakuza from the roof. Once they are dead the mission is complete.

DONALD MISSIONS: THREE MISSION 60: PANLANTIC LAND GRAB

Get a really fast car for this mission because it can be a little tricky, you can't just blast Avery's car with a rocket launcher. You need to drive up beside it, give it a little Uzi fire, then chase it down, doing drive-bys on it until Avery gets out. Shoot him, collect the case and take it back to Donald's.

MISSION 61: STOP THE PRESS

Target the reporter with your gun until his scare meter stops rising. Target him a second time to get the info out of him, but whatever you do, do not kill him. Get on the nearest motorcycle with him and drive to the location. Ignore the Fagio parked next to you after the cut-scene and find a real motorcycle to chase him down if you can, the faster the better. When you get as close as possible behind him, fire the Uzi and kill him.

MISSION 62: MORGUE PARTY RESURRECTION

Drive to the first body (in an ambulance) in Wichita Gardens. Get about fifty metres in front of the ambulance, fire a sniper rifle at the driver. Take the ambulance to the airport, then grab the hearse from Staunton. Collect one police star on your way back to the airport if you have time, but if not you can just rush there.

TRIAD MISSIONS







MISSION 63: MORE DEADLY THAN THE MALE

Collect a police bribe star to shake your heat. Approach the Triads from the south and shoot them all with your sniper rifle. Get the body armour and rocket launcher from the bottom, then shoot the two enemy boats with the rocket launcher. Make your way to the icon on the map, pressing Triangle to stop driving and shoot any enemy boats with rockets on your way there.

MISSION 64: CASH CLASH

Make sure you have a rocket launcher. Get in front of both the trucks and take them out with a rocket each. Piece

MISSION 65: A DATE WITH DEATH

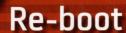
Get your suit and get to the opera as fast as possible but don't trash the car because you'll need it after. Uzi the Italians then jump in the limo. Ignore the enemy cars and speed back to her apartment.

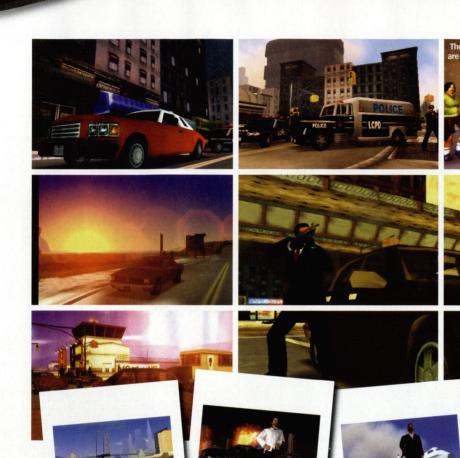
MISSION 66: CASH IN KAZUKI'S CHIPS

The most important thing to realise about this mission is that there is never any time limit at all. During any









"Dum-dee-dum-dum...

stage of the mission, even during the final boss fight with the Triad leader, you can always retreat and get more health and body armour. Use a shotgun to take out the men in the elevator, then the machinegun for the men by the cars. Get the body armour next to the cars if you need it. When the three cars attack, kill them with your machinegun when they get out of their cars. Top up your health if needed and attack the casino with your sniper rifle. Advance slowly and take everyone out with the rifle. When you get to the top of the casino and see the yellow marker, make sure your health is at its maximum. Take out his two body guards with Uzi, then jump down the stairs to one of the lower levels. The boss will have trouble following you and you can use the manual aim of your machinegun (press ↓ on D-pad while holding R) to target his head and kill him.

Nautical shinannigans ahoy!

8-BALL MISSIONS MISSION 67: BRINGING THE HOUSE DOWN

There's not a very tight time limit on this mission so take your time and keep the van in one piece. When the first car attacks you get out and shoot the enemies. Follow the icons on the map, plant all the explosives, then follow the checkpoints out of the tunnels.

DONALD MISSIONS: FOUR MISSION 68: LOVE ON THE RUN

You can't leave the grounds of the mansion so you're going to have to stay and fight. If you have enough rockets you can just keep blasting the cars as they come in. If not you should use your machinegun as they get out of the

cars. If you are having trouble you can hang at the back of the house and pick them off as they come around.

Mob bosses have all the fun...

MISSIONS: SIX MISSION 69: THE SHORESIDE REDEMPTION

This mission's easier than it looks. After the other escort car gets taken out in the cut-scene, stay in your car and keep up with Salvatore. Whenever cars get on his but nudge them off. When you encounter the two roadblocks, smash into the middle of them to clear a way through.

MISSION 70: THE SICILIAN GAMBIT

Make sure you have 15-20 rockets before starting this mission. This mission is quite long and tough unfortunately. When you get on the boat be sure to use the L button to slow the speed of the crosshair whenever you get near a boat. Take it very slowly when you get to the lighthouse because there is no health on the island and you have a few people to kill. Move slowly with your machine gun and kill the guys above you. When you get to the guy ducking up behind the box, use a rocket to take him out. Get your rocket launcher ready when you get up to the top. Collect the body armour and keep firing at the chopper. Three rockets will take it out.

Congratulations, you have finished the game! Go for the 100% rating by completing the side missions and collecting all the hidden items. **.**

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WHAT IS RE-PLAY?

his section will breathe new life into your old games. Each month we'll either show you amazing things to find or set challenges for you to take up. We also welcome input from you, so if you've found something cool that you'd like to share with the other readers, or you'd like to set a challenge, just let us know! Even if you haven't found anything yourself, write in and tell us what game you'd like to get more out of and we'll do the searching for you. Email us at OPS2@derwenthoward.com.au or send it the old-fashioned way to OPS2 Re-Play, PO Box 1037, Bondi Junction, NSW 1355.

Be sure to check
out our official
challenges too.
Each month we'll
come up with a
challenge of our
own and select
nother from your
nitted challenges.

another from your own submitted challenges. To be an official challenge it must be easy to verify, and you'll also need to take care there aren't any cheats that'll affect the results. If you want to enter our official challenges just record on videotape or photograph your best efforts and send them in to PO Box 1037, Bondi Junction, NSW, 1355, clearly marked 'OPS2 Re-Play challenge'. We'll print the top results in future issues. The highest score in each of the two official challenges will win the game of the month, so go nuts!

OFFICIAL CHALLENGE

After much deliberation we've decided that another SingStar Rocks! challenge would be a suitably rocking companion to our Guitar Hero reader challenge, so listen up. The song is '(Baby I've Got You) On My Mind' by Brisbane rockers Powderfinger, so set the difficulty to normal and the song length to regular and start shouting! Take a picture of your top score, mark your entry 'Re-play Challenge — SingStar Rocks!, refer to the giveaway details on page 15 for entry instructions and send your picture in before September 12. By the way, if you're concerned we've forgotten all about SingStar Anthems, don't be. We'll save that one for a rainy day — but Anthems just can't stand up against Guitar Hero.

PI 05490

Babe I've got you on-
My mind----

OFFICIAL READER CHALLENGE



Last month we threw down the rock gauntlet for a medium difficulty *Guitar Hero* challenge, so this month we're turning things up to 11 in order to separate the Sunday strummers from the Satanic shredders! Steve McManus from SA has sent in a rocking challenge we just couldn't ignore – and with *Guitar Hero* storming the charts, why not? Set the difficulty to hard and set your best scores for 'Unsung', 'Ziggy Stardust' and the truly tendon-tearing 'Cowboys From Hell'. The best combined score from those three songs will win. Take a picture of your stats screen, mark your entry 'Re-play challenge – *Guitar Hero*', refer to the giveaway on page 15 for entry details and have them in before September 12!

WINNERS

Sonic Riders and Grand Theft Auto: San Andreas – two games with bugger all in common. Except, of course, the fact that being kick-arse at either one can score you a brand new game. Well, it could back in July anyway. Thanks to Sonic Riders being on the demo disc, GTA: SA being one of the most popular games ever made and the prospect of winning Guitar Hero, the response was huge. A copy of the totally wicked, axe-grinding, string-shredding Guitar Hero, complete with the gnarly Gibson SG controller, will be on the way out to the top score holder in each challenge shortly, but congratulations also to everyone who entered!





July Challenge Sonic Riders

TOP SCORES!

Mark Fivetti, NSW 02'13"09

Rhys Walsh-Tindall 02'13"38

Simon Dall, Vic 02'17"24

Ben Sipos, WA 02'17"96

Luke Ryan 02'18"80

July Reader Challenge GTA: SA

TOP SCORES!

Dean McDonald, Tas 200,014

Kyle Kuhn, SA 166.607

D Curtis, Tas 02:44:42

Jack McClure, Vic

Andrew Glover, Vic 30.327

READER CHALLENGES



Blood_Glory, OPS2 forum

Eye Toy: Monkey Mania (PS2) – In the weightlifting challenge, beat my record of 15 lifts.



crazybo, OPS2 forum

Daxter (PSP) – Get Gold on the 'Braveheart' dream mini game.



Melakudude, OPS2 forum

Tekken 5 (PS2) – Go into Arcade Mode and fight battles until you have your character reach the 'King of Iron Fist' level.

CODE VAULT

Want to cheat your way to victory? We've got you covered!



URBAN CHAOS

At the main menu enter \uparrow,\uparrow , \downarrow , \downarrow , \circledcirc , \downarrow , \uparrow , \circledcirc . Now, select the CHEAT section from the main menu and enter the following passwords for the corresponding modifications.

Disco mode

DANCINGFEET

Terror mode

BURNERSREVENGE

Flaming bullets

BURNINGBULLET

No heads

KEEPYOURHEAD

Thermal breather

ISEEYOU

Squeaky voices

WHATWASTHAT

Long range stungun

FRYINGTIME

Unlock minigun

MINIFUN

Unlock MK3 assault rifle

ULTIMATEPOWER

Unlock MK4 pistol

ZEROTOLERANCE

Unlock all levels

KEYTOTHECITY

HITMAN: BLOOD MONEY

Unlock all missions

At the title screen, enter the following code; (), (), (), (), (), (), (), (), (), ()

STREET FIGHTER ALPHA ANTHOLOGY

Unlock Akuma and Dan

At the character selection screen



choose Dan press → from Ken and to choose Akuma press ← from Ryu.

Unlock Shin Gouki

At the character selection screen, select Gouki and hold down for five seconds

Unlock Shin Vega

At the character selection screen, select Vega and then enter ψ , ψ , ψ , and any button.

Unlock Evil Ryu

At the character selection screen, select Ryu and press sam twice.

Unlock colour edit mode

Go into options and select "Display Adjust". Then hold (10) down for five seconds.

Unlock Super Street Fighter Bison

At the character selection screen, select Bison and press

Unlock Super Street Fighter Chun-Li

At the character selection screen, select Chun-Li and press twice.

OVER THE HEDGE

Earn more health

During gameplay, pause the game. Then hold down \bigcirc and \bigcirc , then enter \bigcirc , \bigcirc , \bigcirc , \bigcirc , \bigcirc , \bigcirc , \bigcirc .

Extra damage

Always power golf

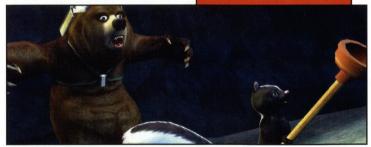
During gameplay, pause the game. Then hold down **60** and **60**, then enter **(a)**, **(b)**, **(c)**, **(c)**, **(c)**, **(c)**, **(c)**.



PIRATES OF THE CARIBBEAN: DEAD MAN'S CHEST

Refill your health bar During gameplay, enter ♠, ♠, ♠, ♠, ♠, ♠, ♠, ♠.





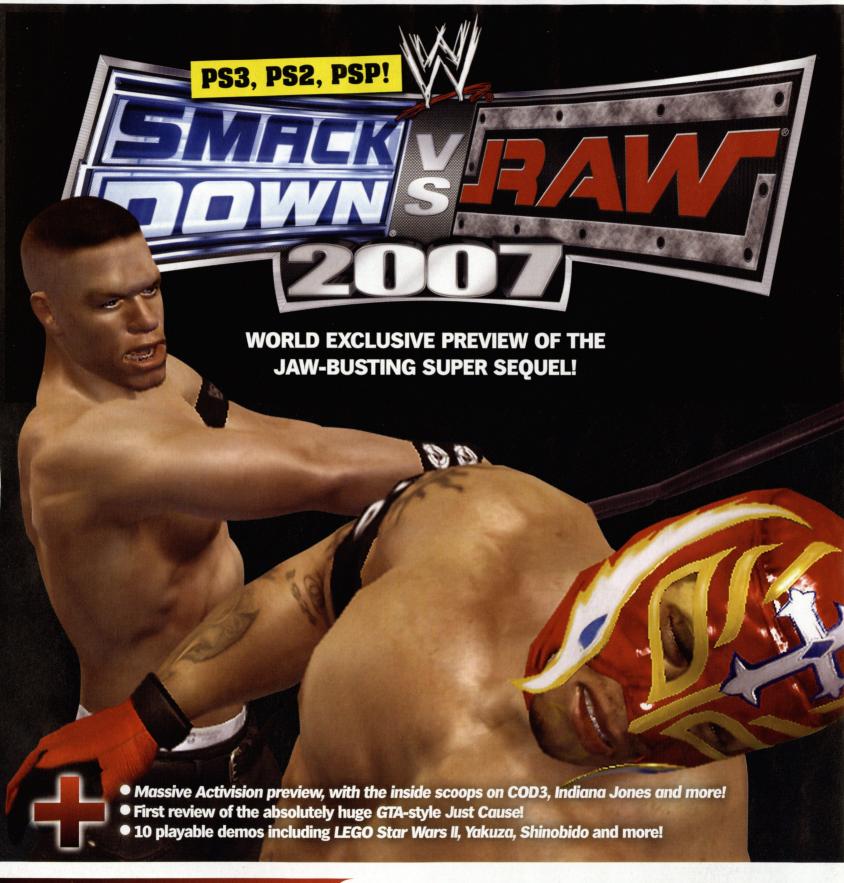
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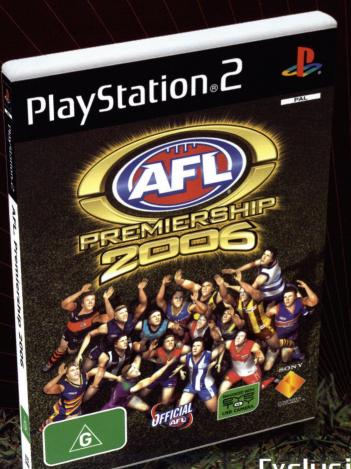
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